

Fig. 3

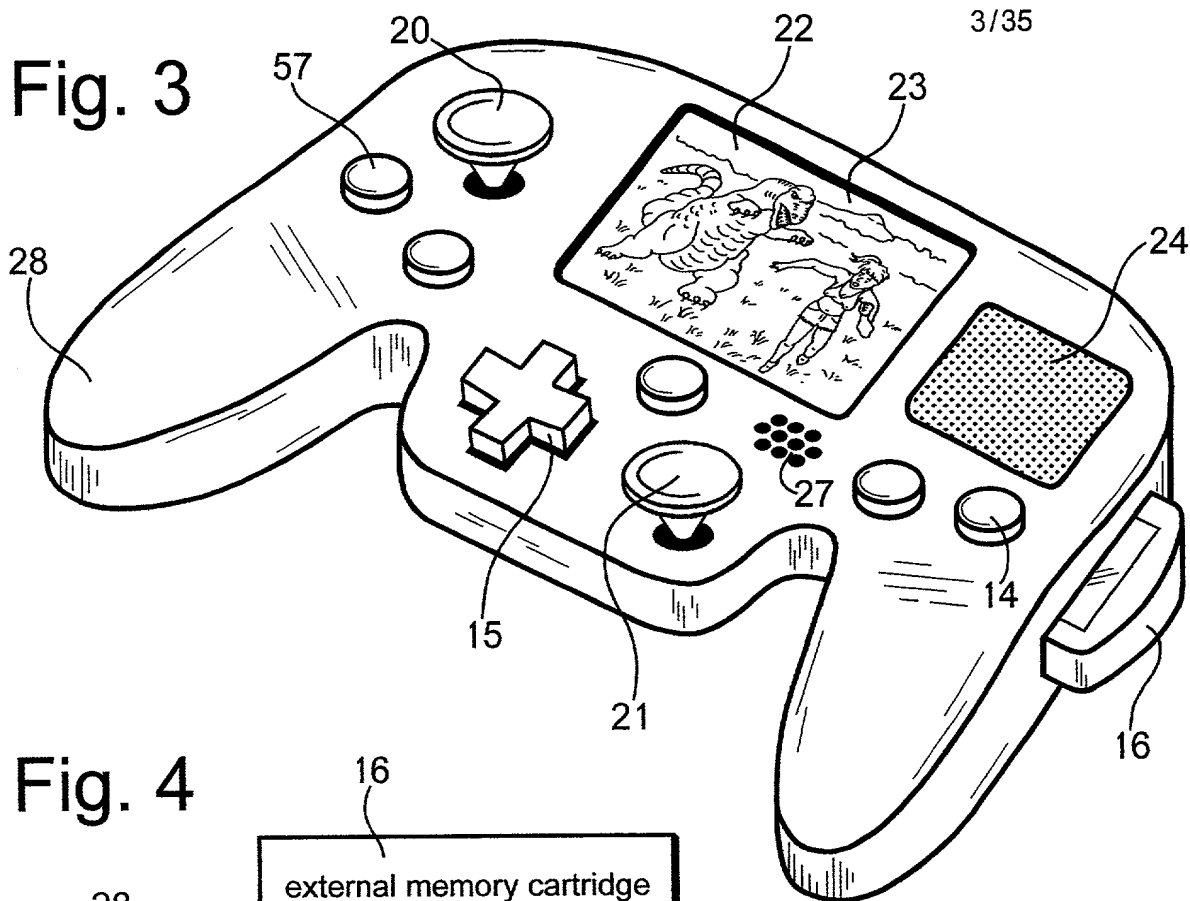


Fig. 4

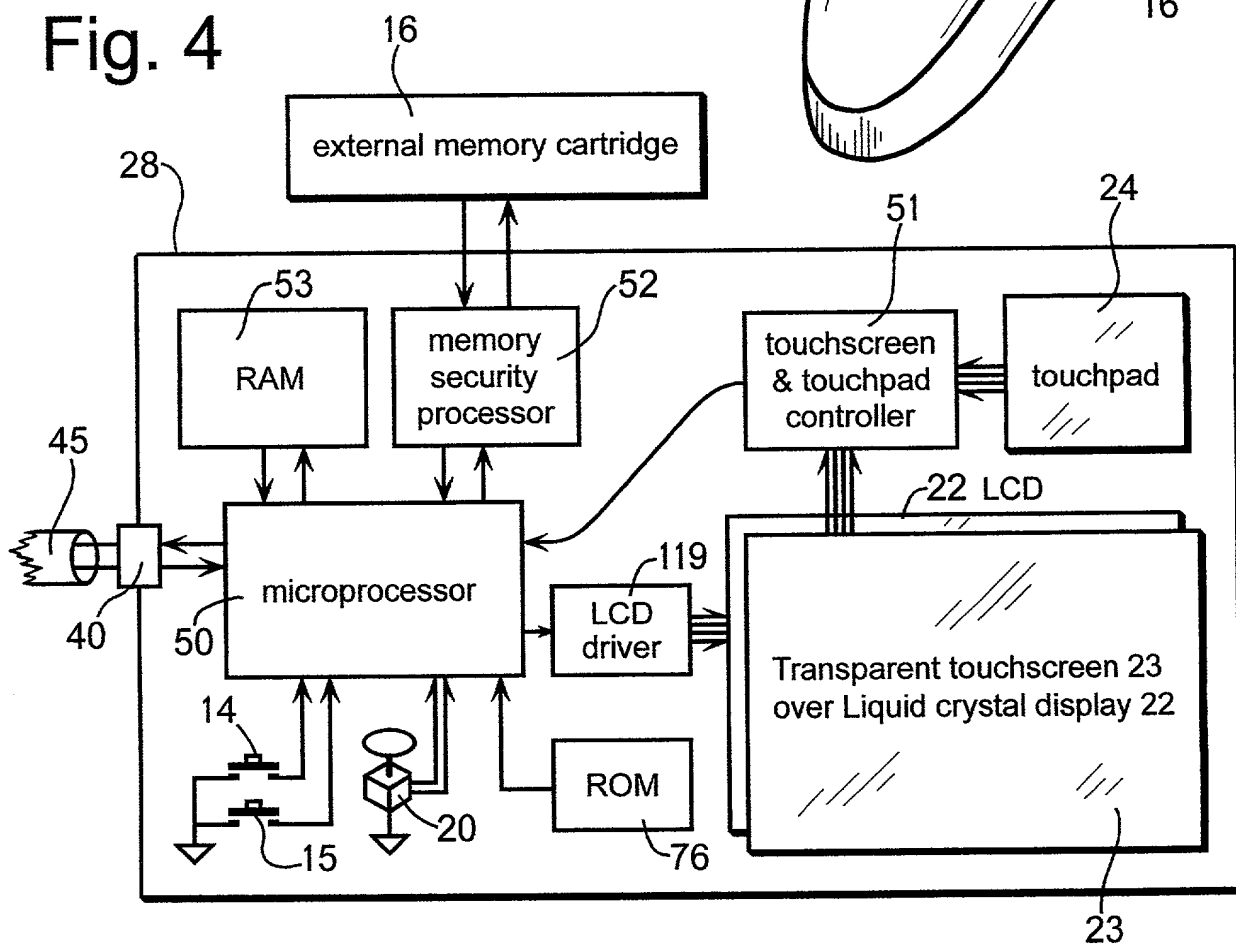


Fig. 5

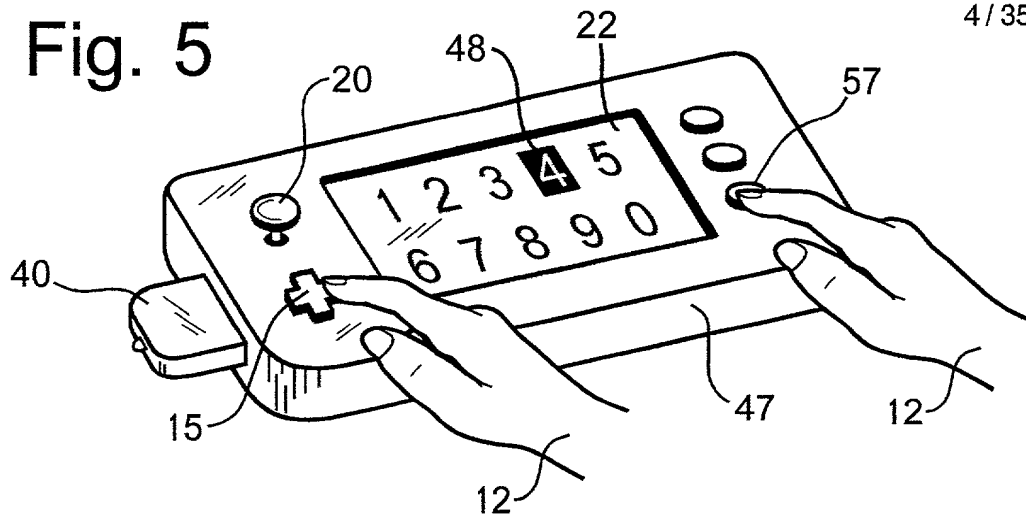


Fig. 6

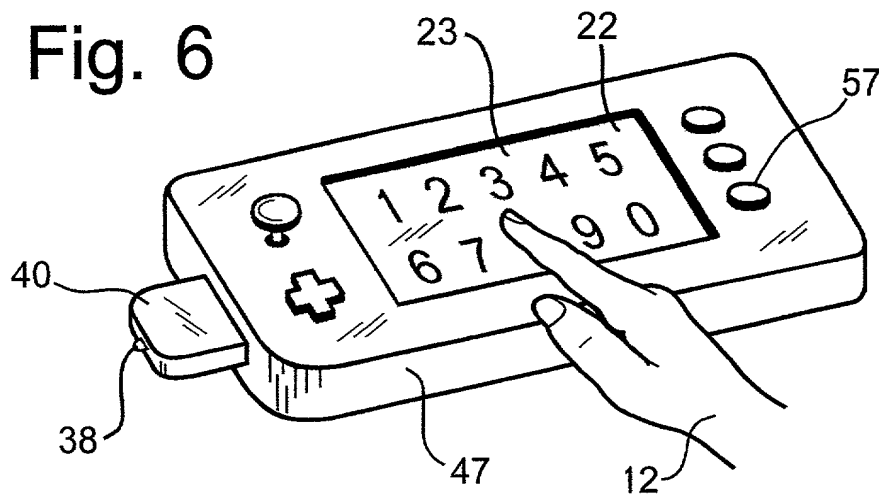
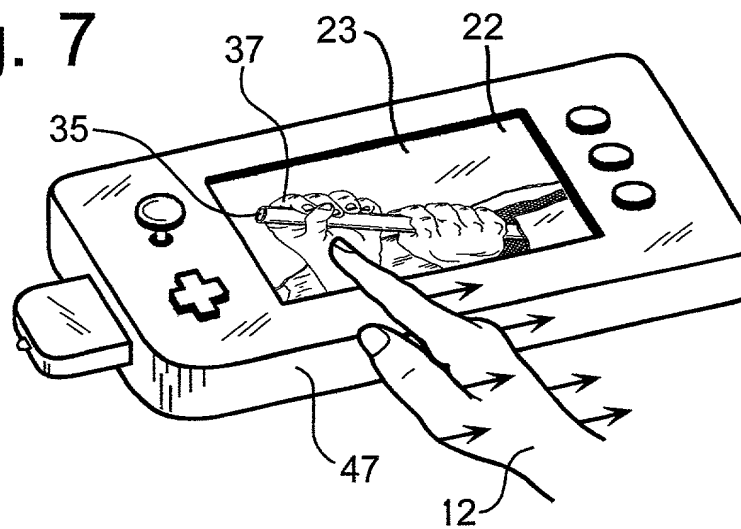


Fig. 7



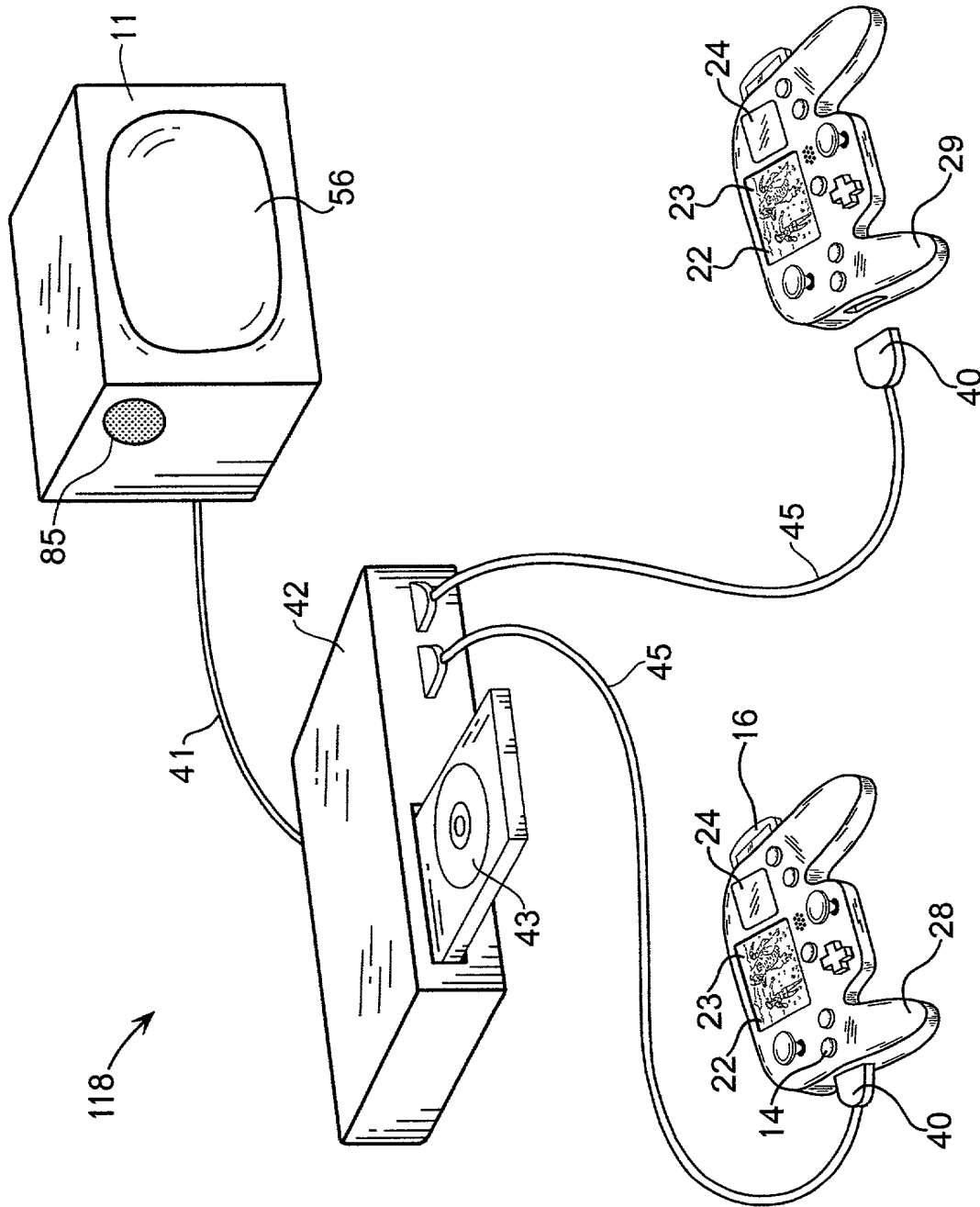


Fig. 8

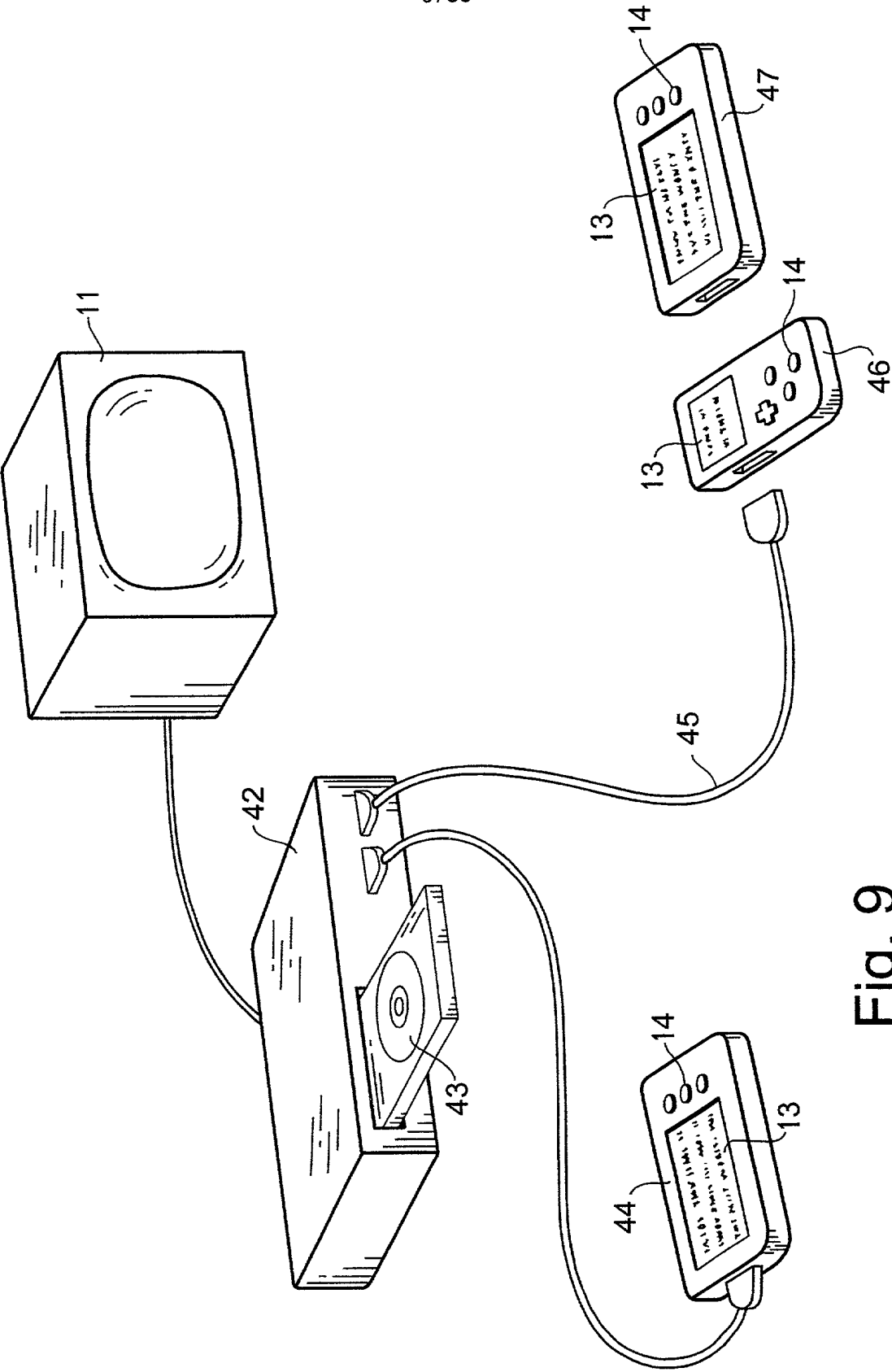


Fig. 9  
prior art

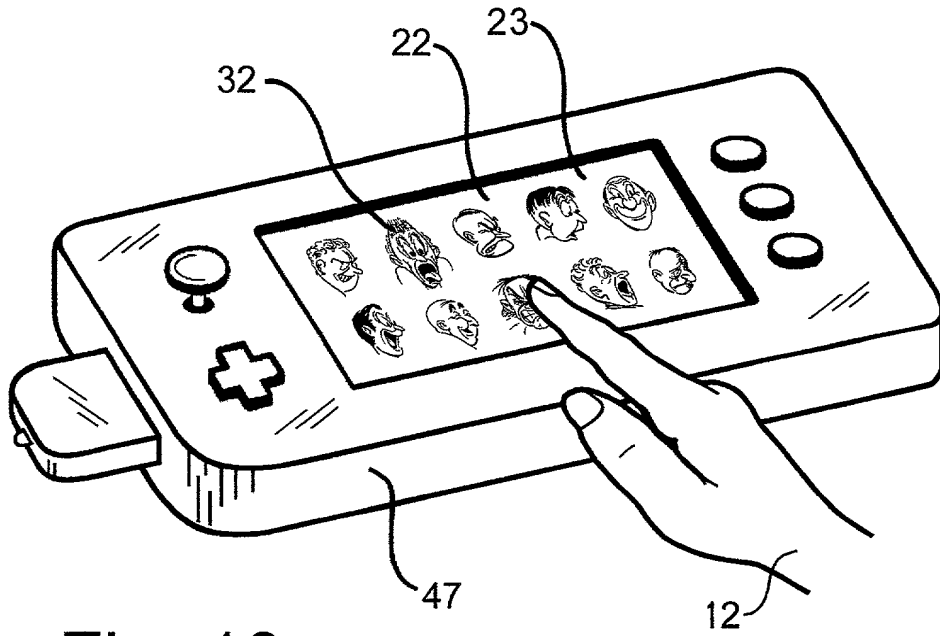


Fig. 10

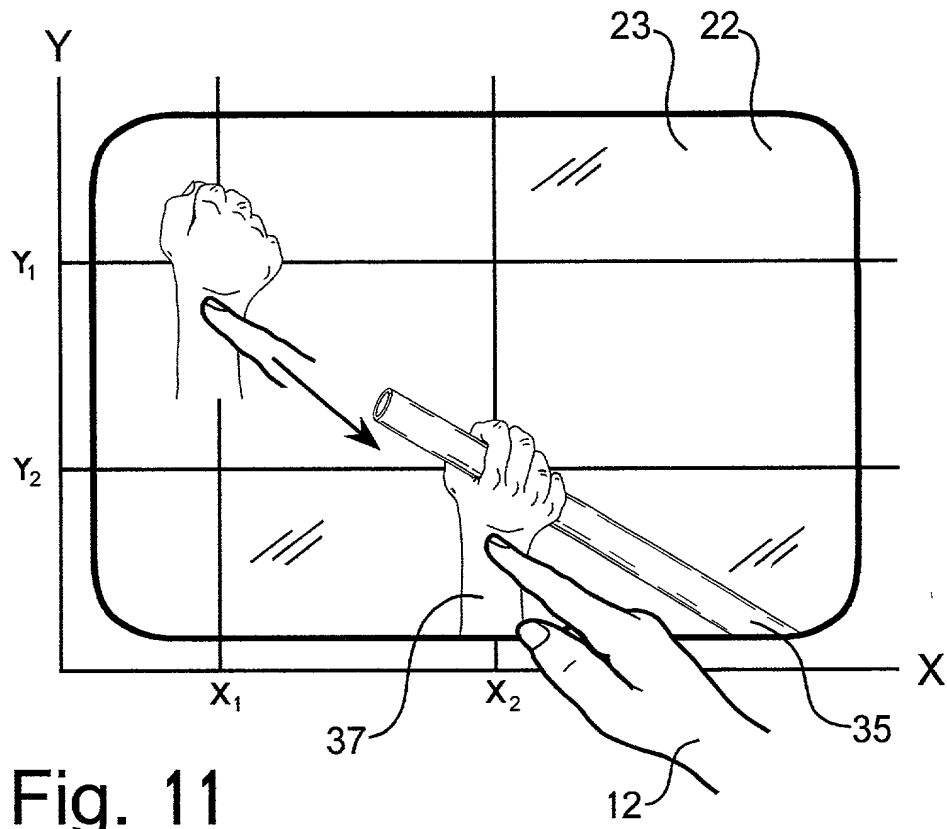


Fig. 11

Fig. 12

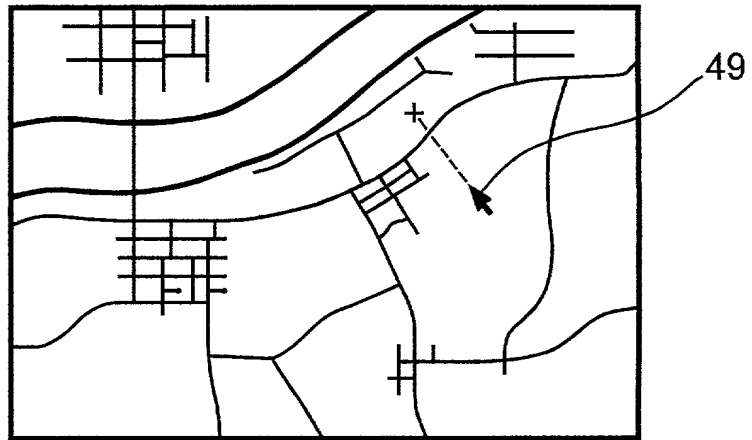


Fig. 13

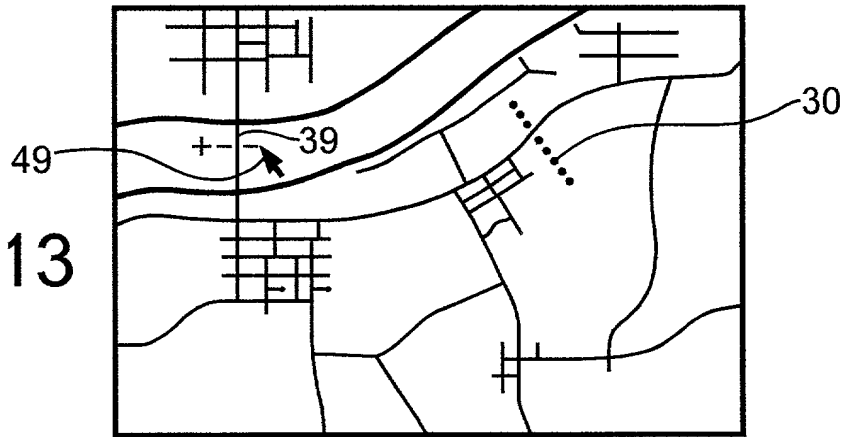
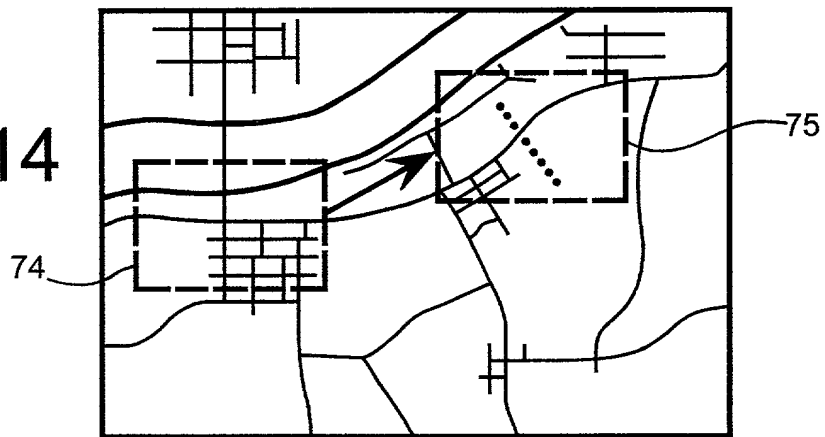


Fig. 14





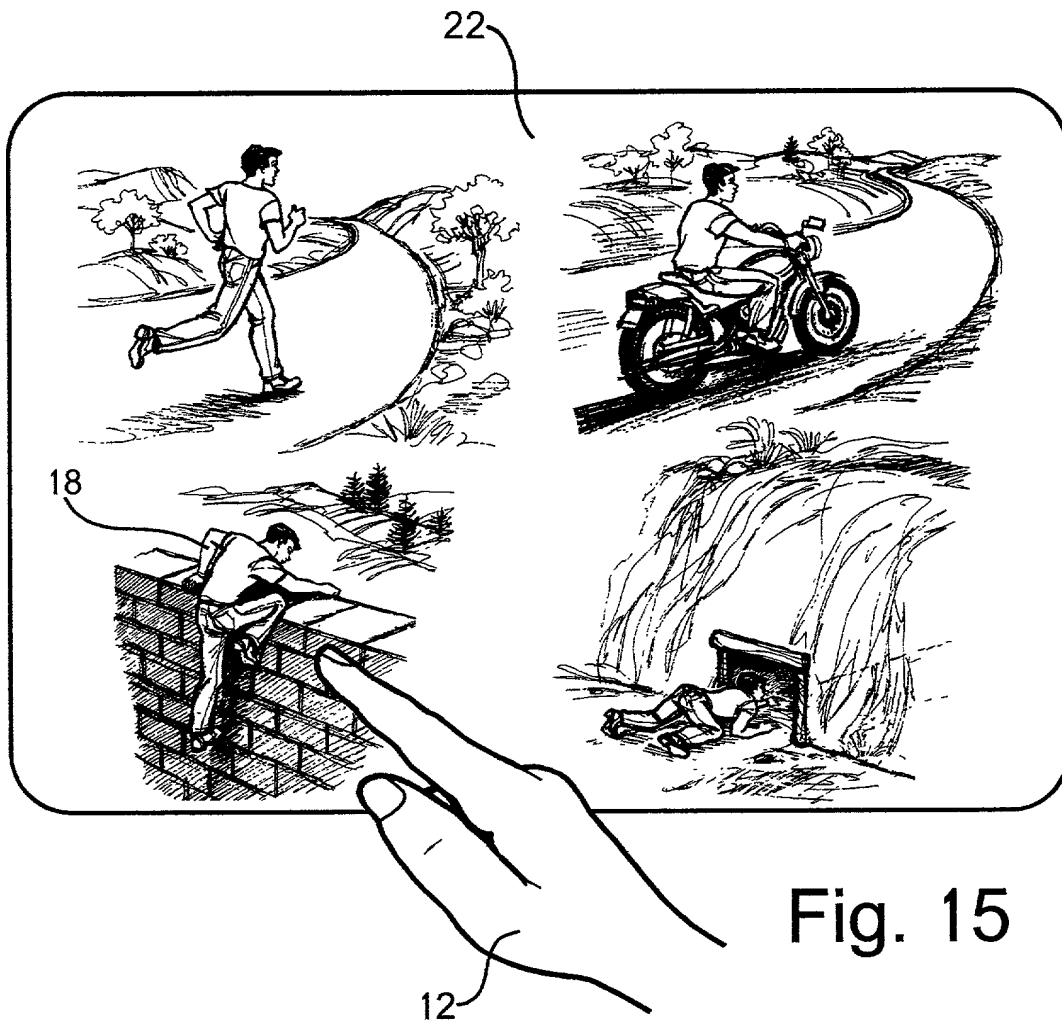


Fig. 15

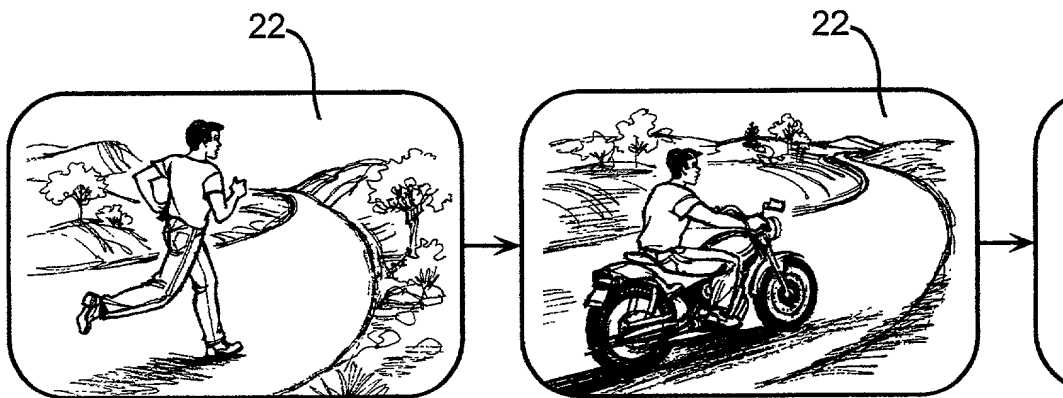
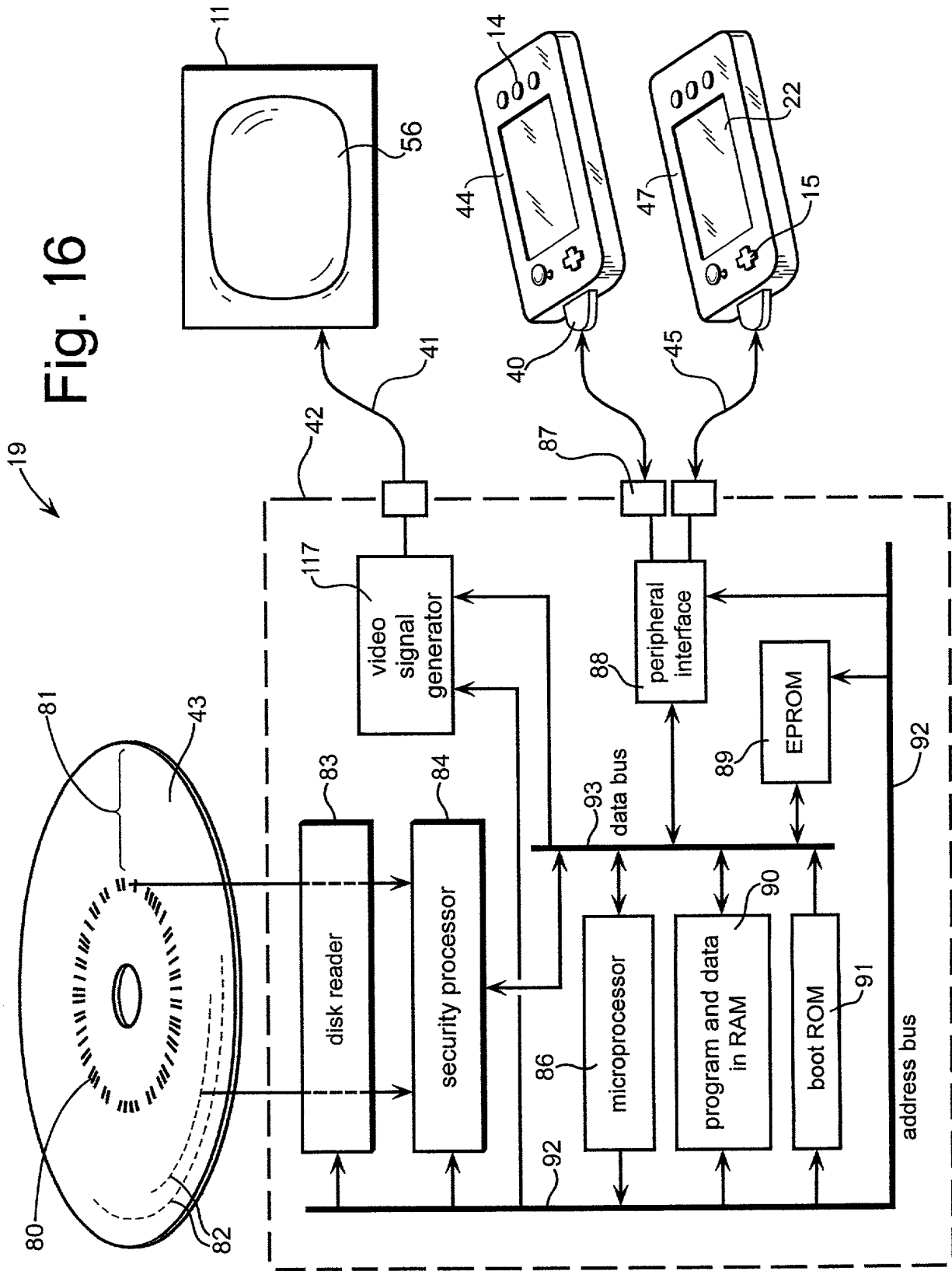


Fig. 15a



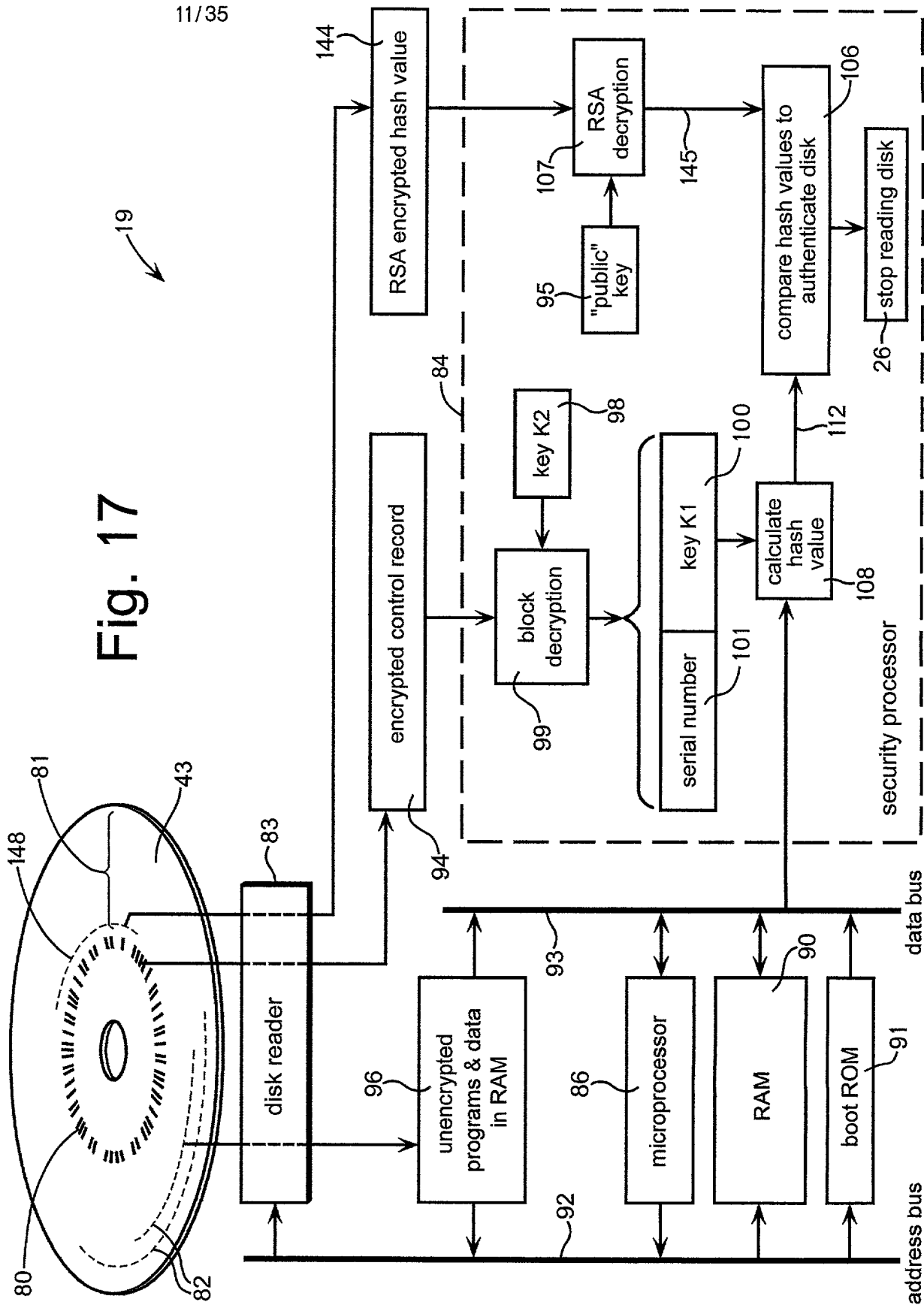




Fig. 19

control unit ID number	operation code	picture serial number	size factor	coordinate X <sub>1</sub> number of pixels	coordinate Y <sub>1</sub> number of pixels	coordinate X <sub>2</sub> number of pixels	coordinate Y <sub>2</sub> number of pixels	object id3
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Fig. 20

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program for loading RAM with programs supplied by console and disk
program for converting manual inputs into numbers in memory
program for processing picture data records from console
program for sending location data records to console
program for converting cursor movement into location coordinates
program for displaying a picture on LCD
program for generating a miniature likeless from picture data
program for generating a preview picture from picture data
program for converting touchscreen measurements to location data
program for converting touchpad measurements to location data
program for superimposing an object picture on a full LCD picture
program for animating a character
program for displaying maps and other non-animated pictures
data for character descriptions (polygons, textures, etc)
data for terrain descriptions (polygons, textures, etc)
data for maps, word menus, etc.

FIG. 19

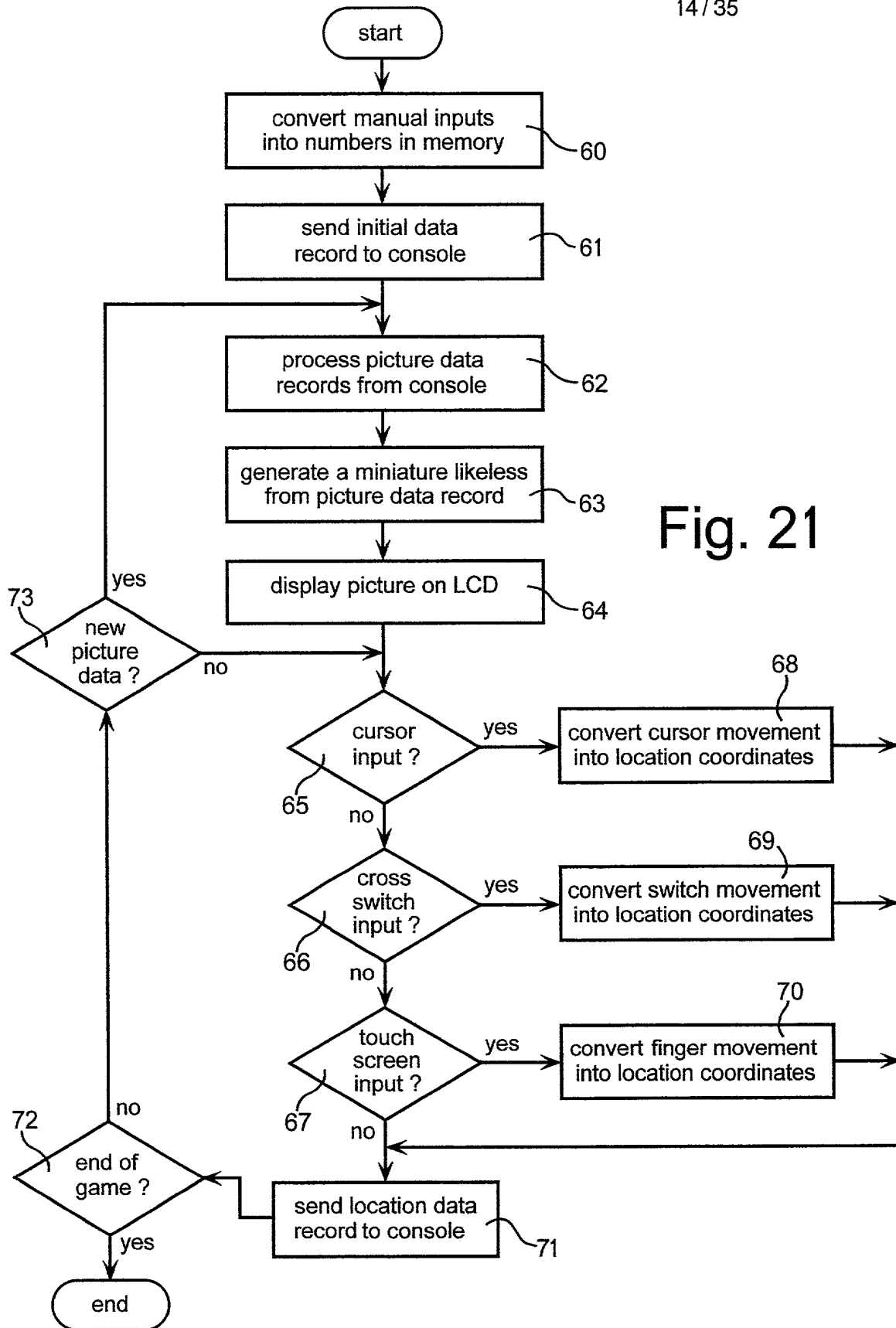


Fig. 21

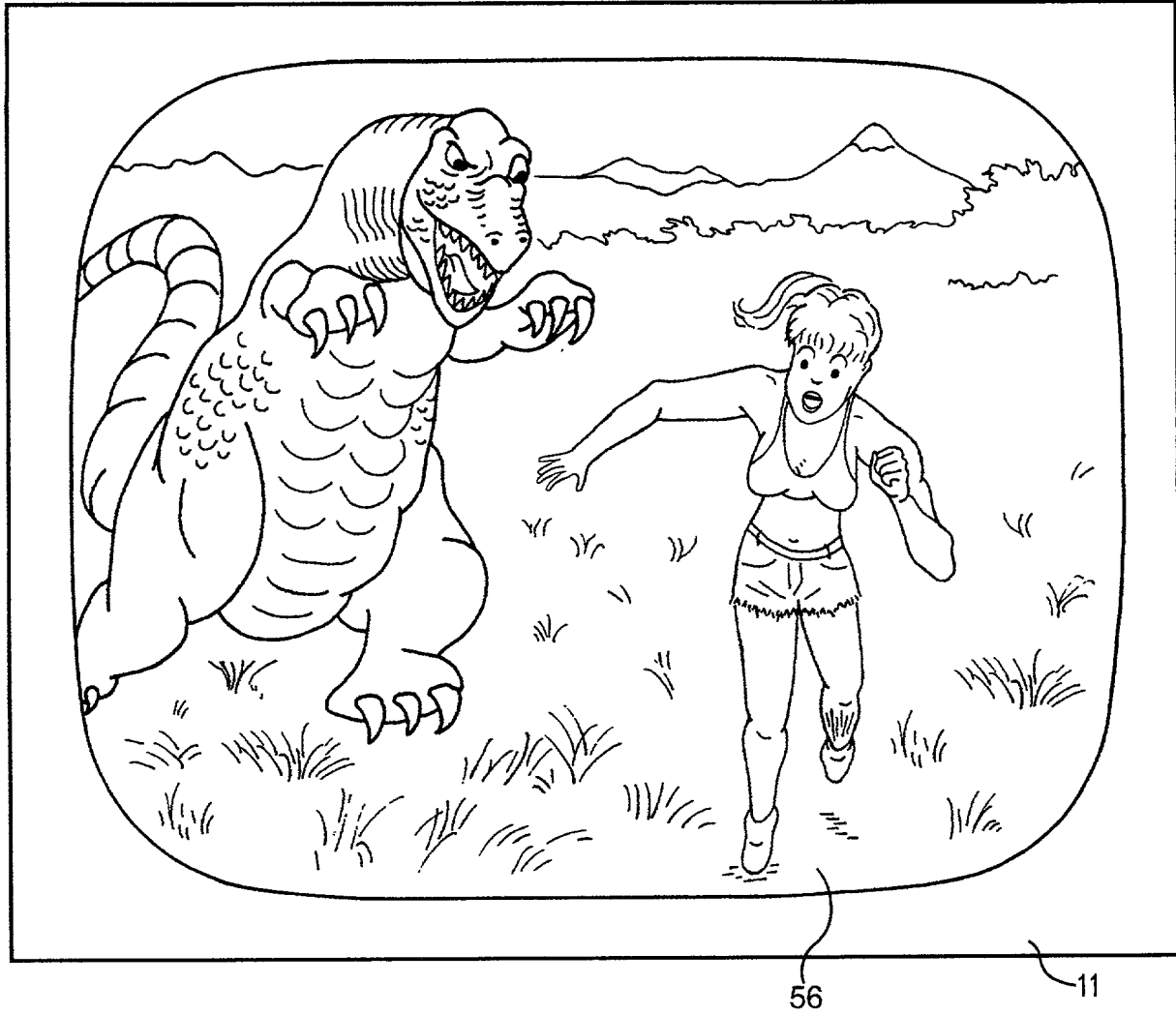


Fig. 22

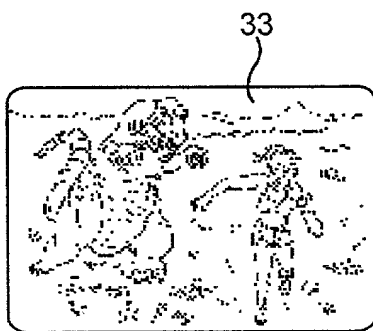


Fig. 23a

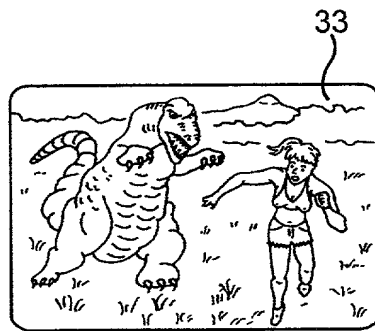


Fig. 23b

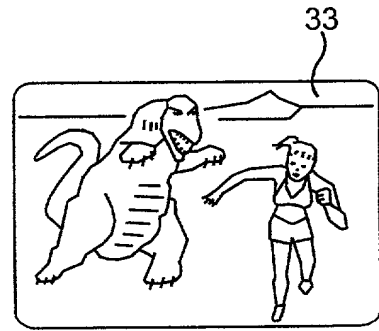
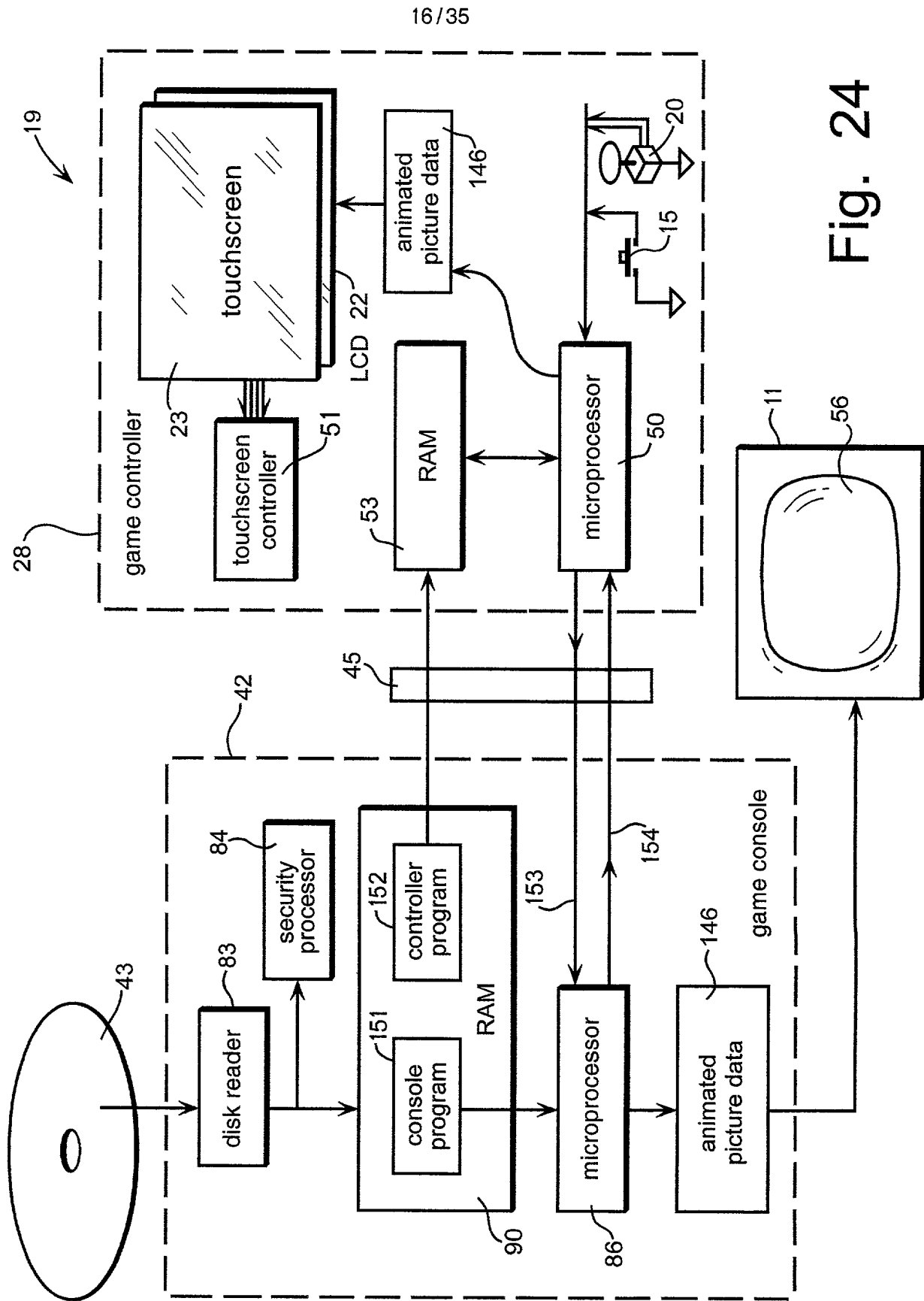


Fig. 23c

FIG. 22





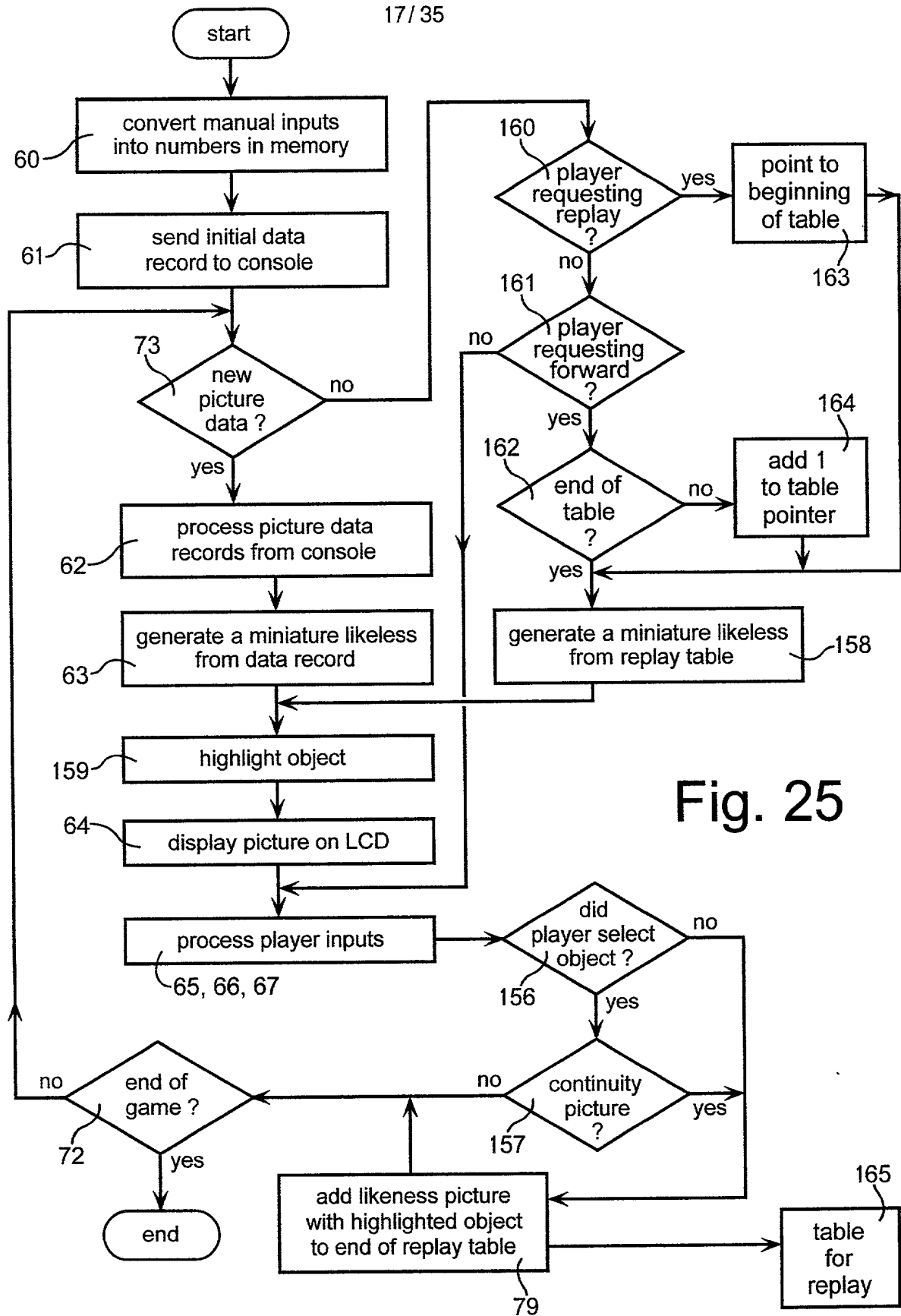
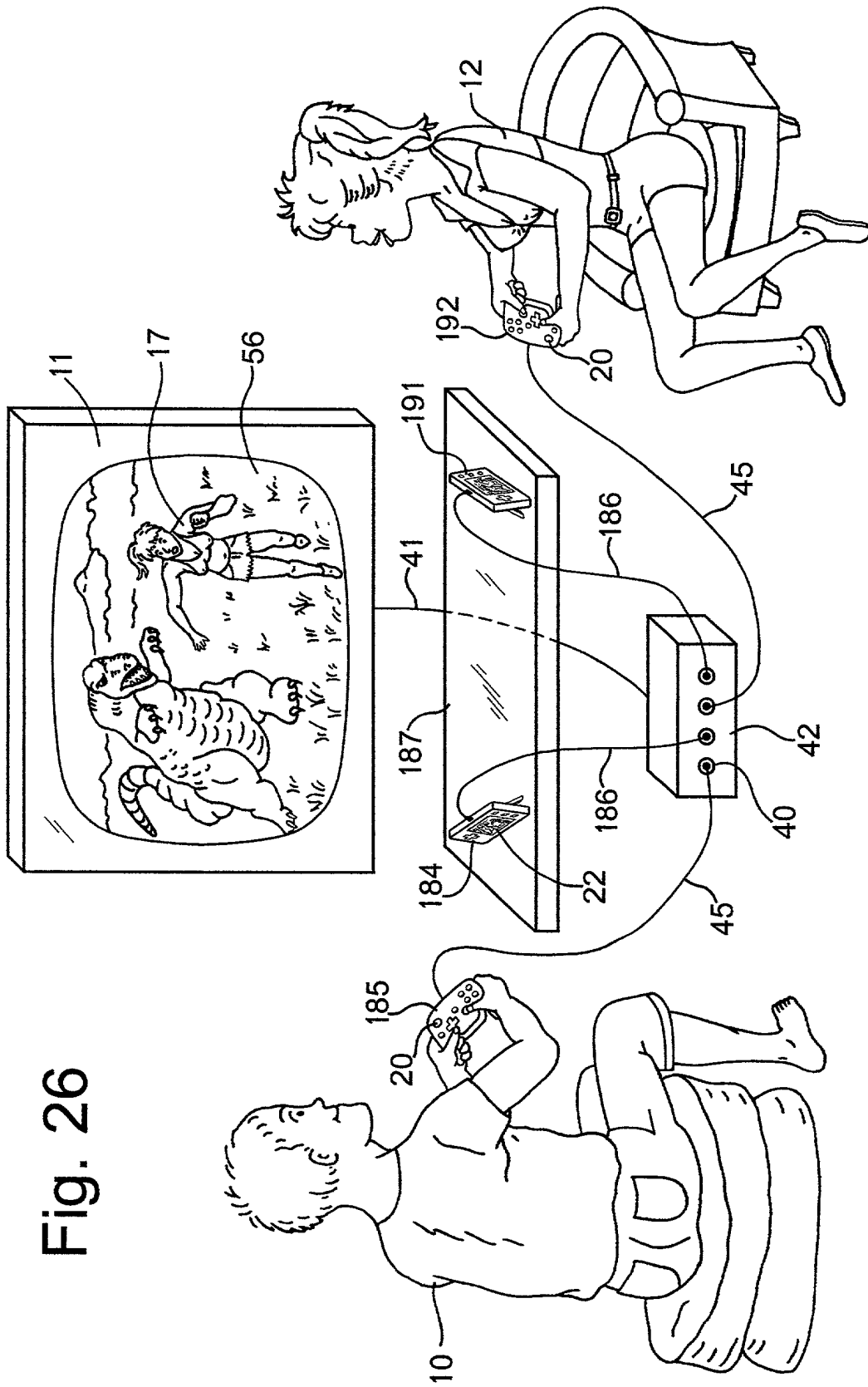


Fig. 25



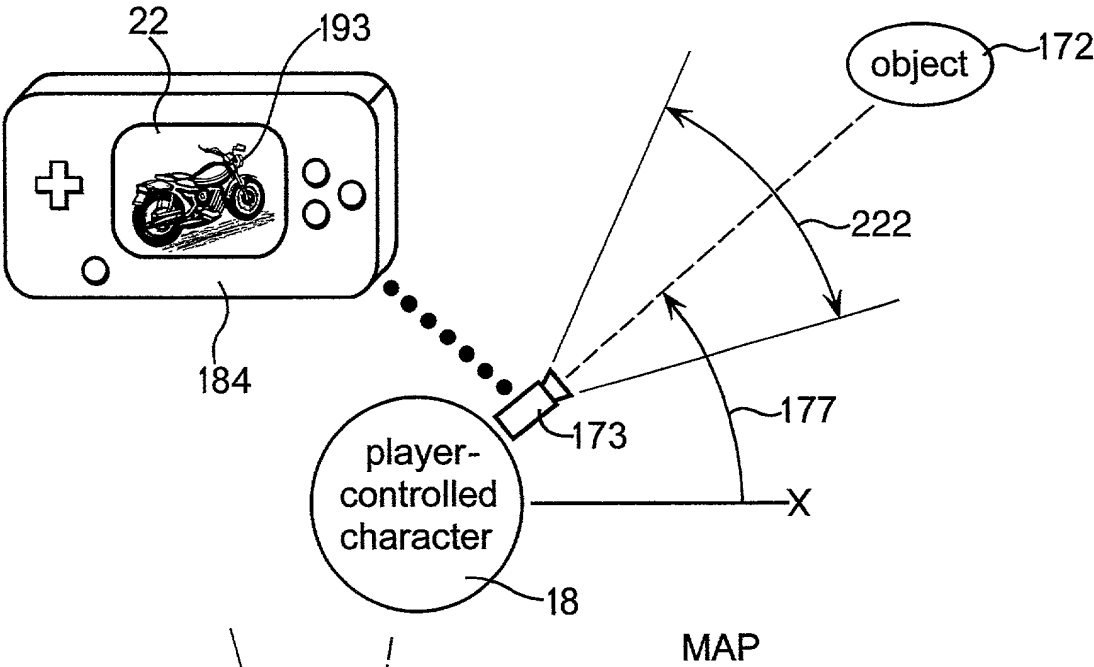
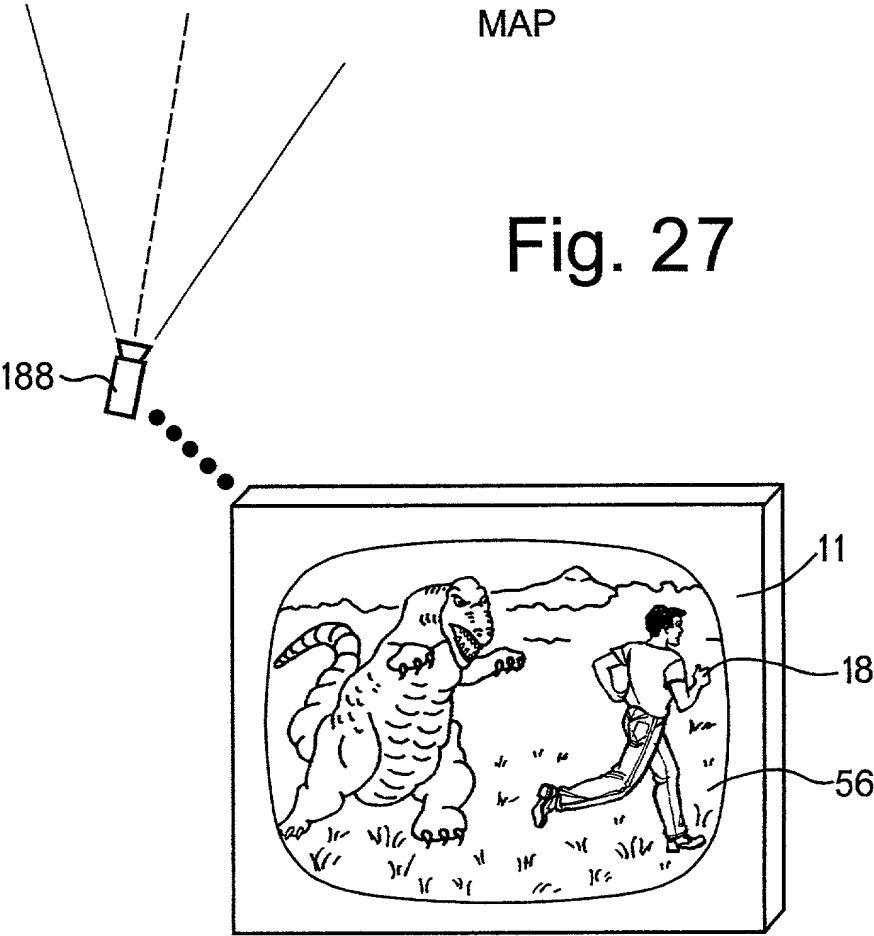


Fig. 27



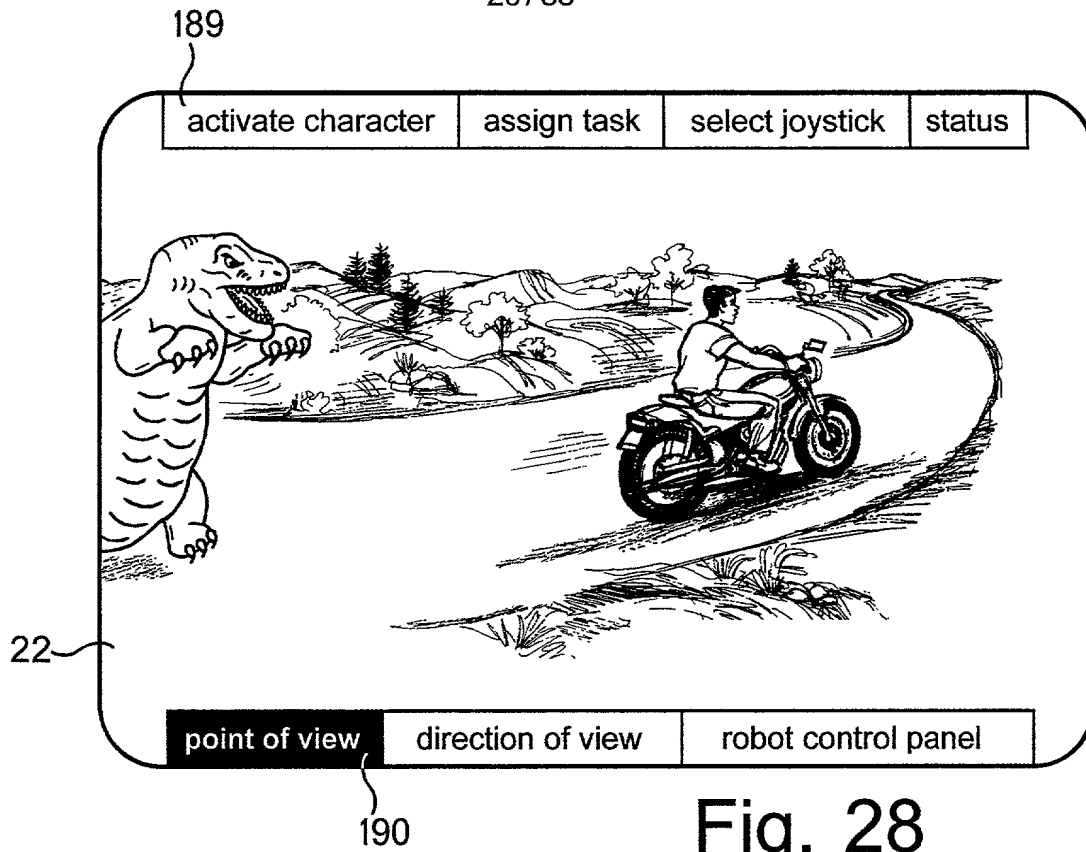
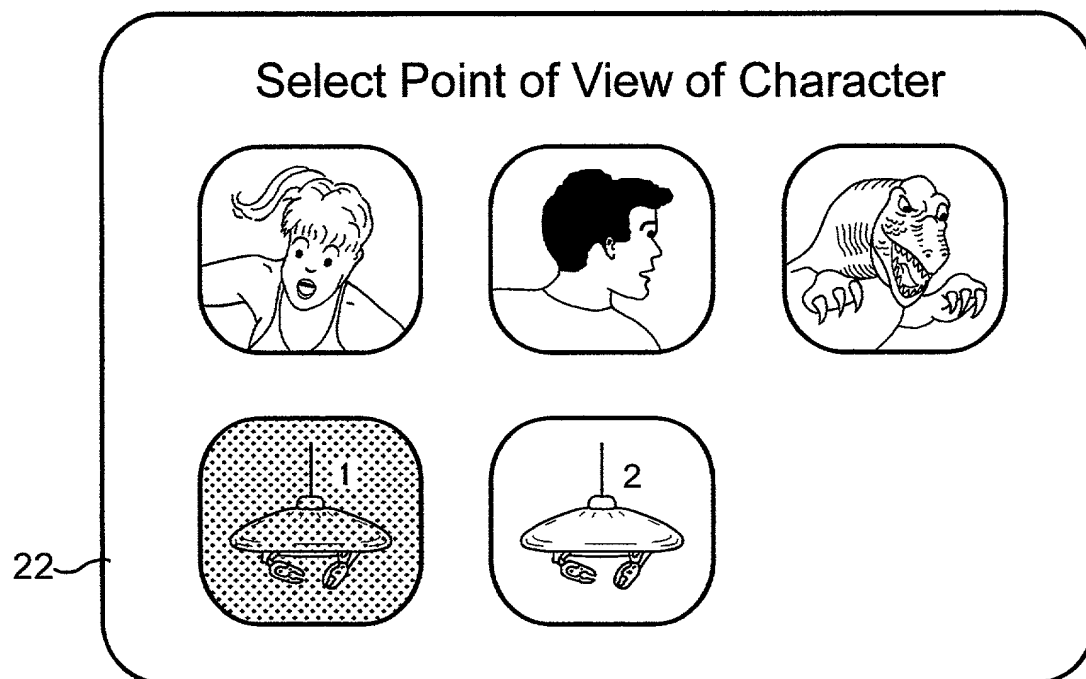


Fig. 28

Fig. 28a



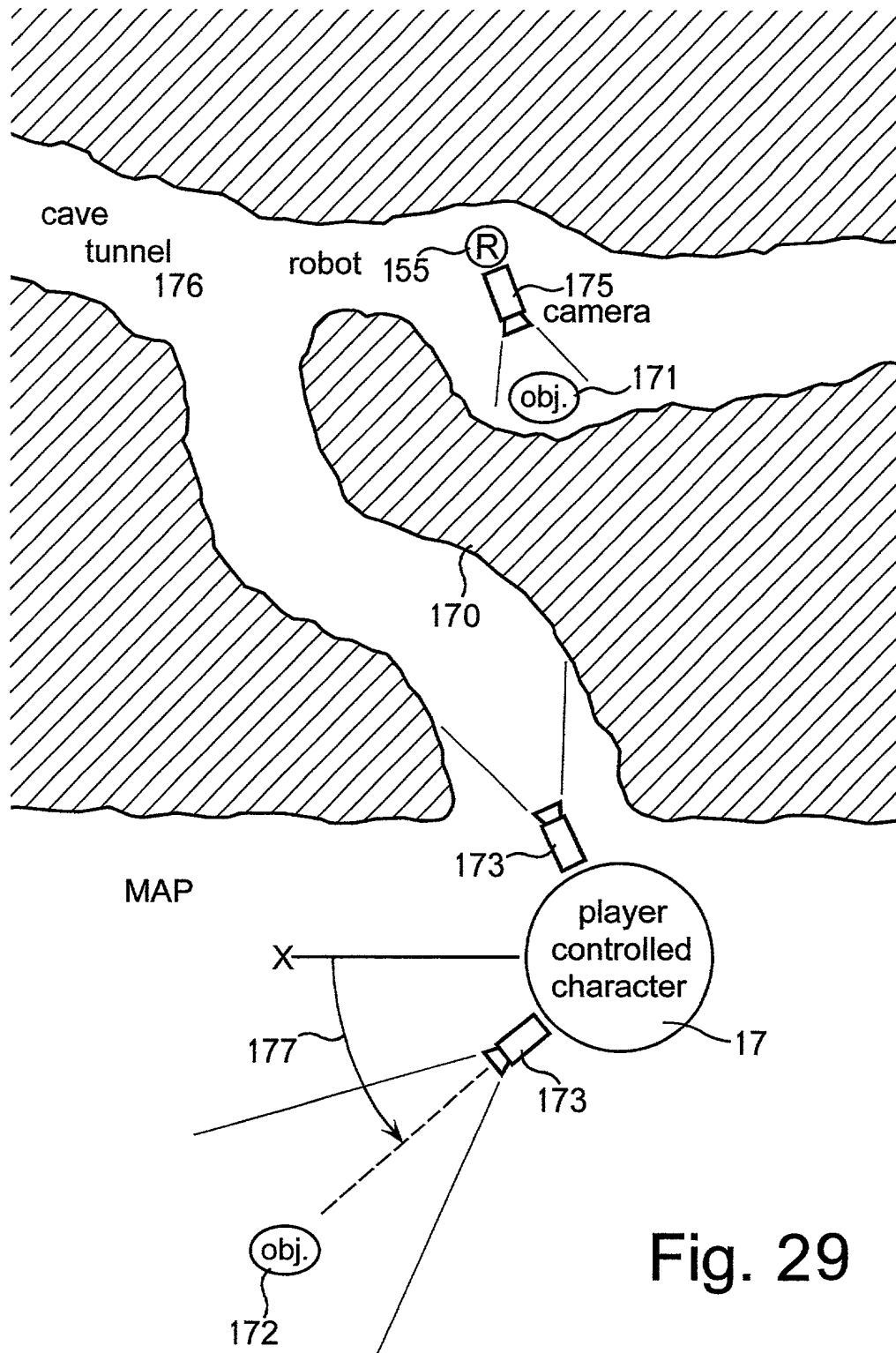


Fig. 30

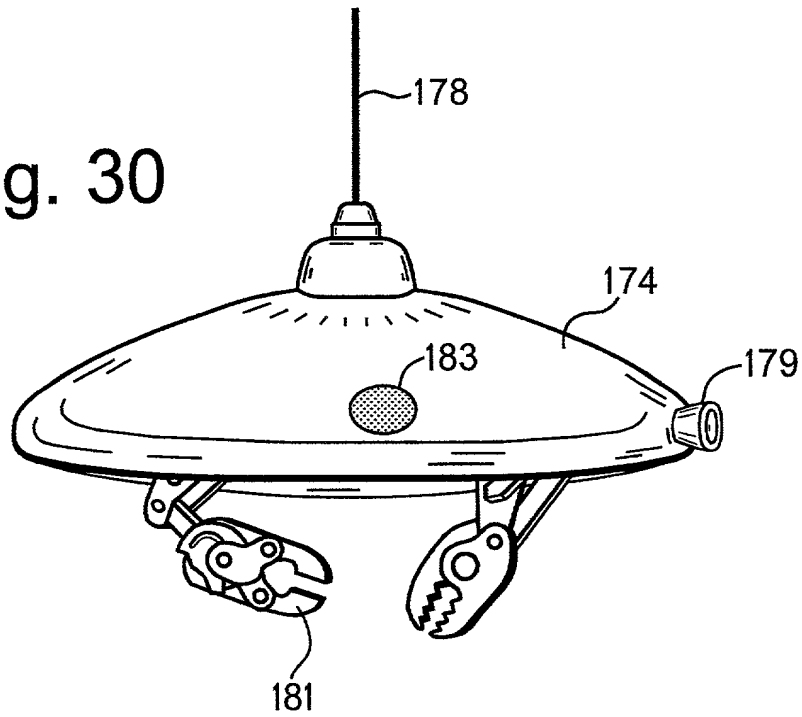
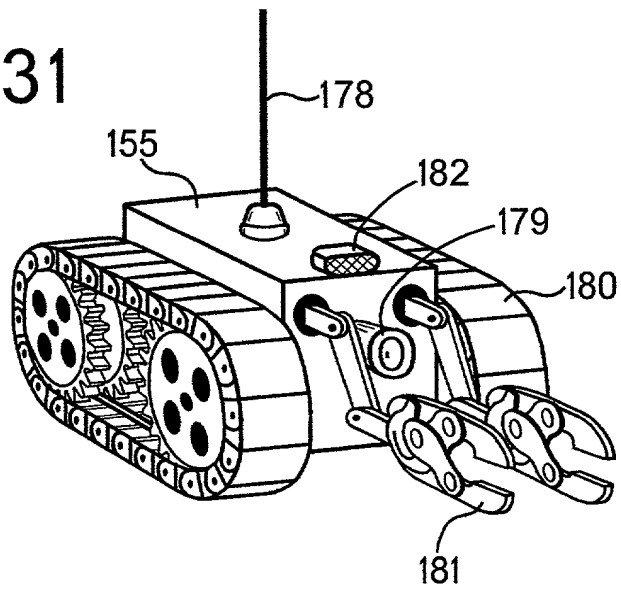


Fig. 31



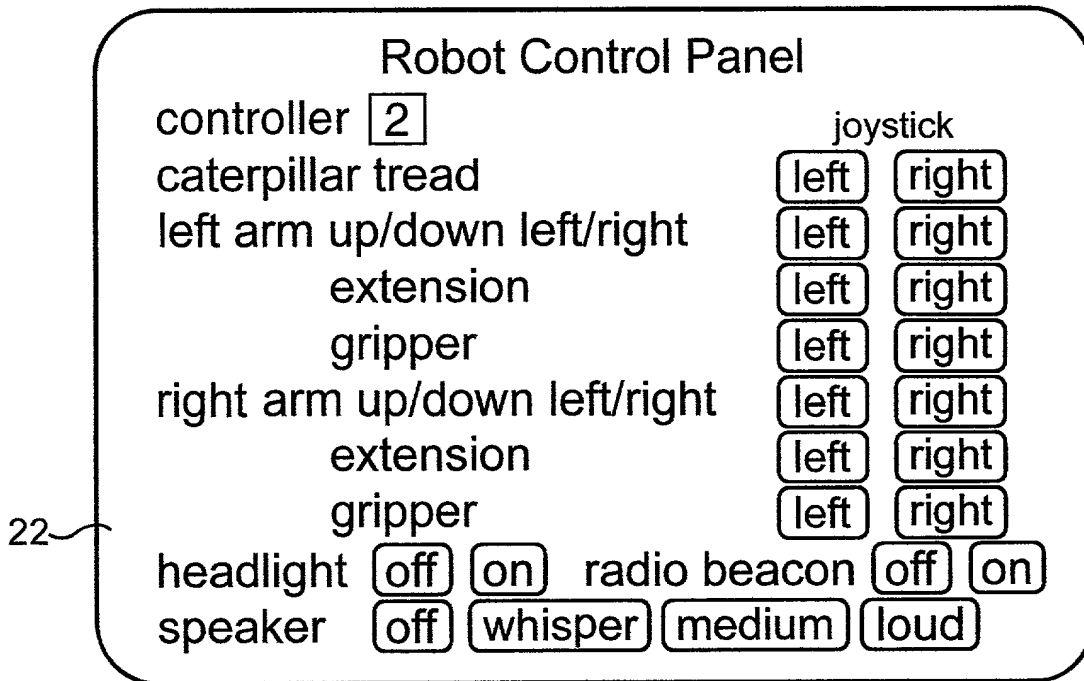
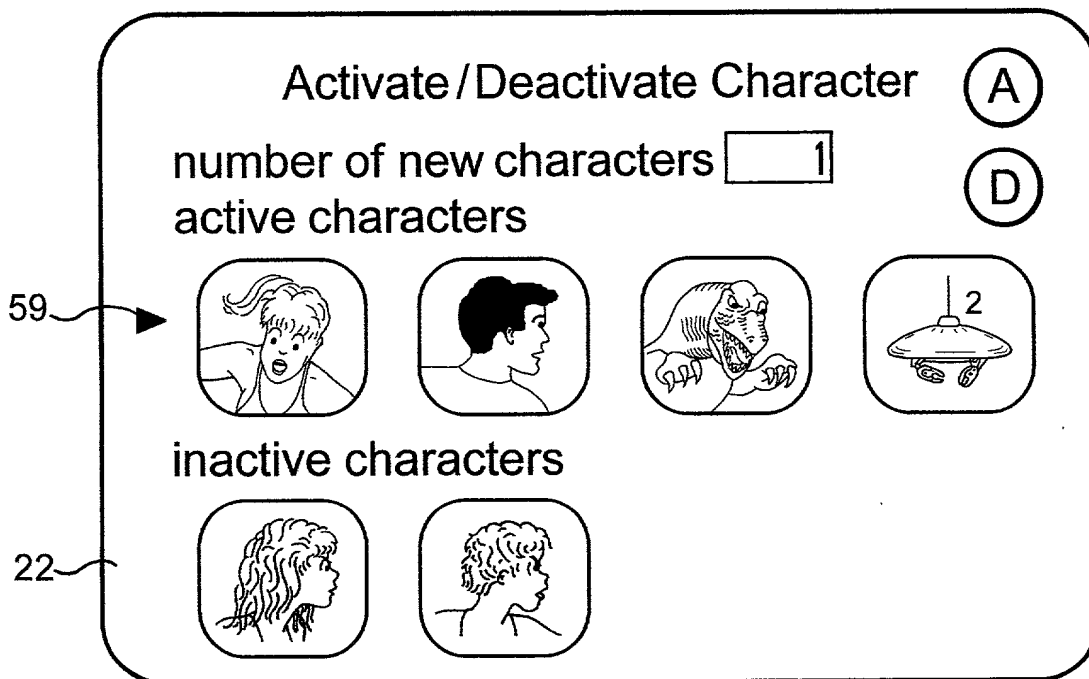


Fig. 32

Fig. 33



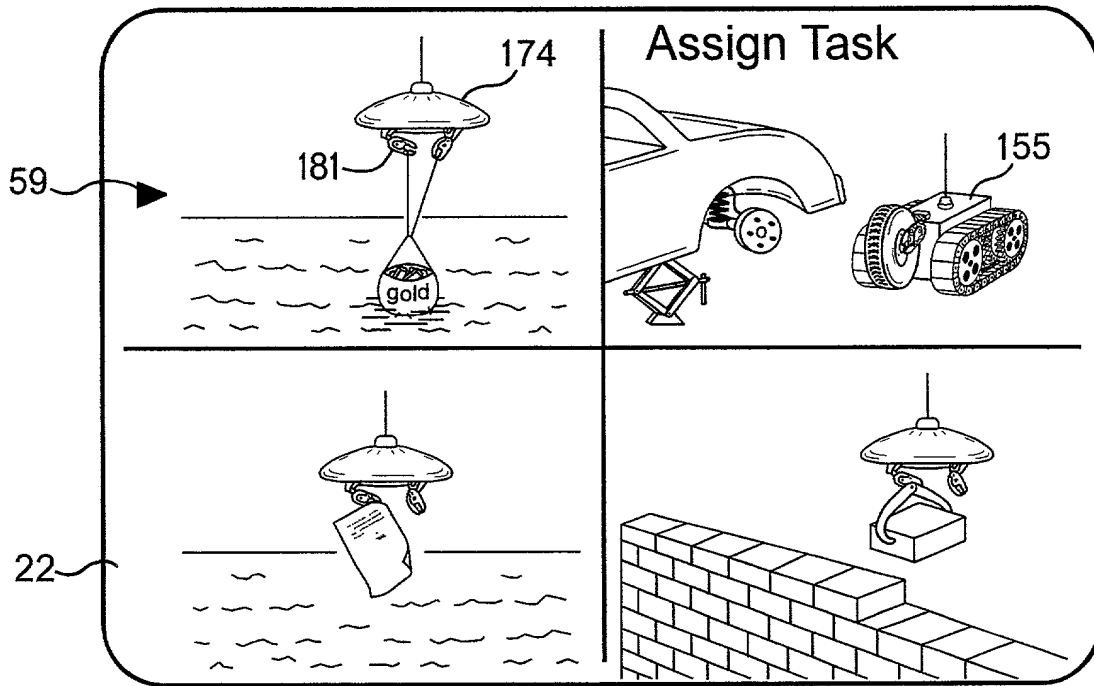
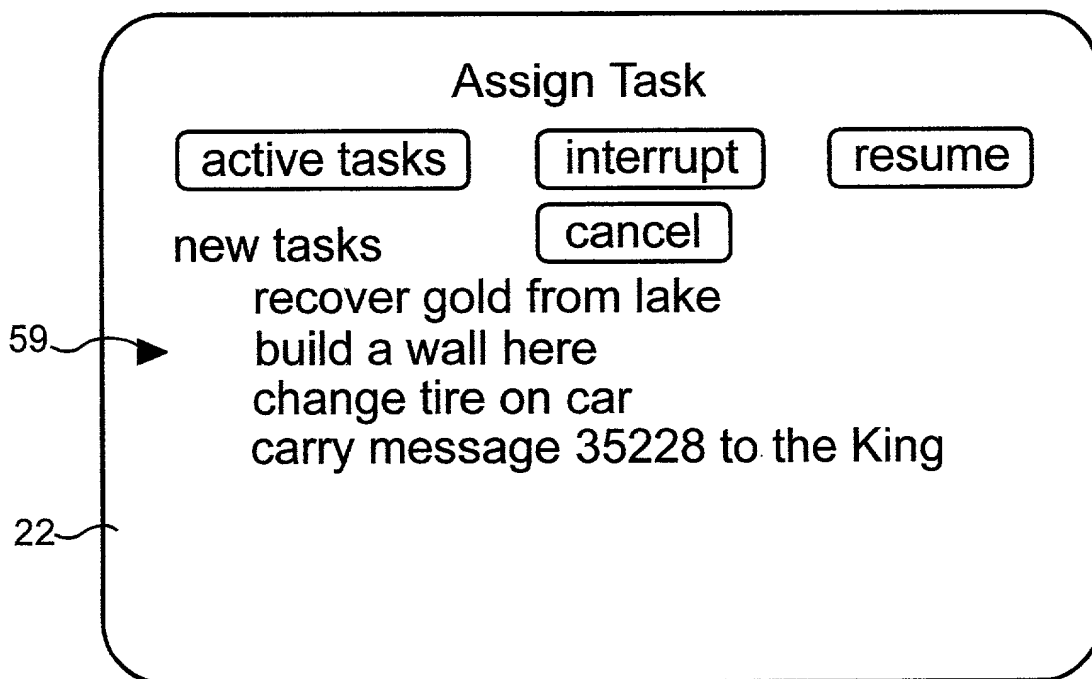


Fig. 34

Fig. 34a





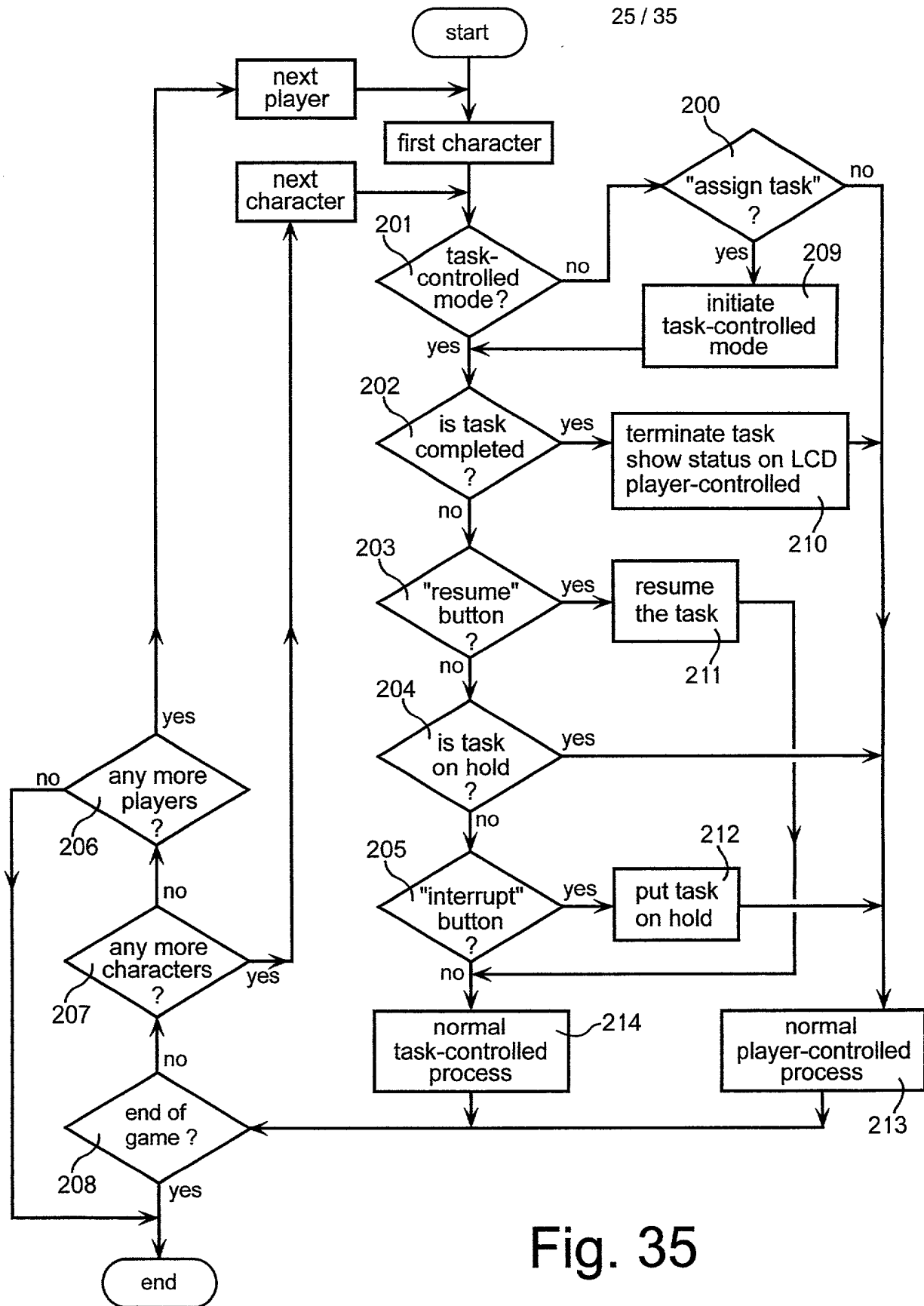
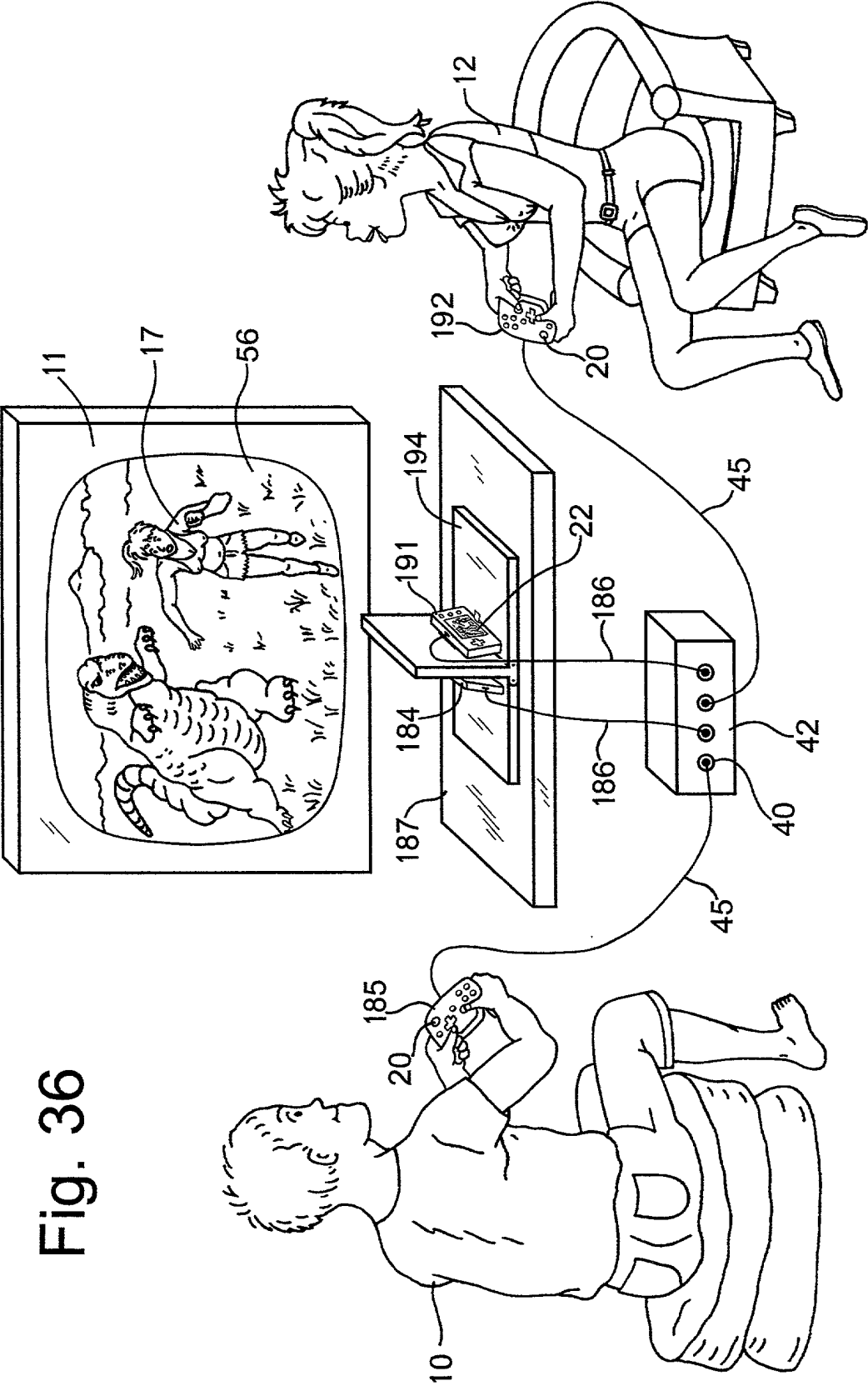


Fig. 35



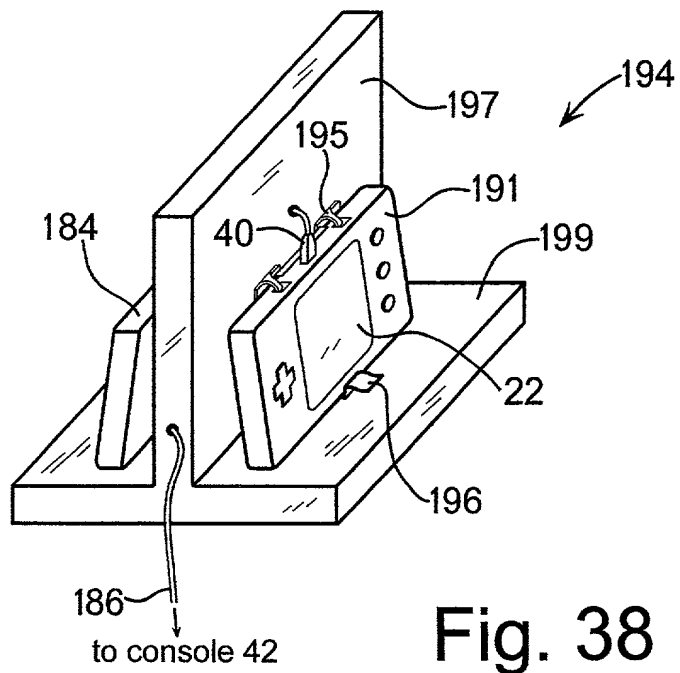
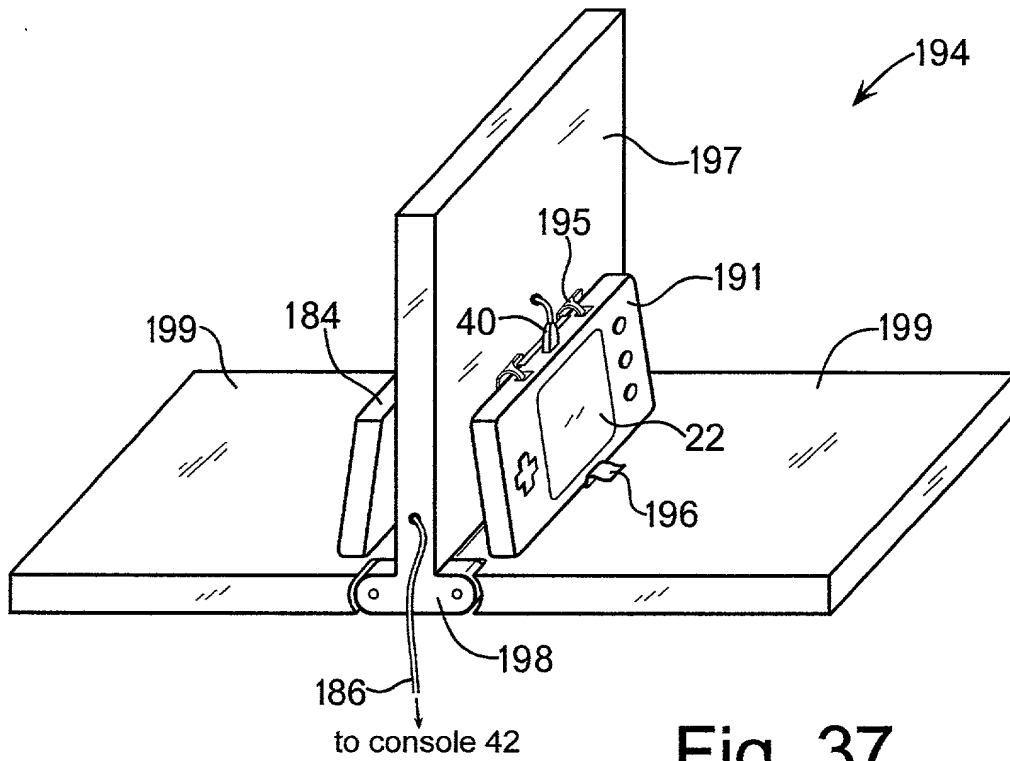


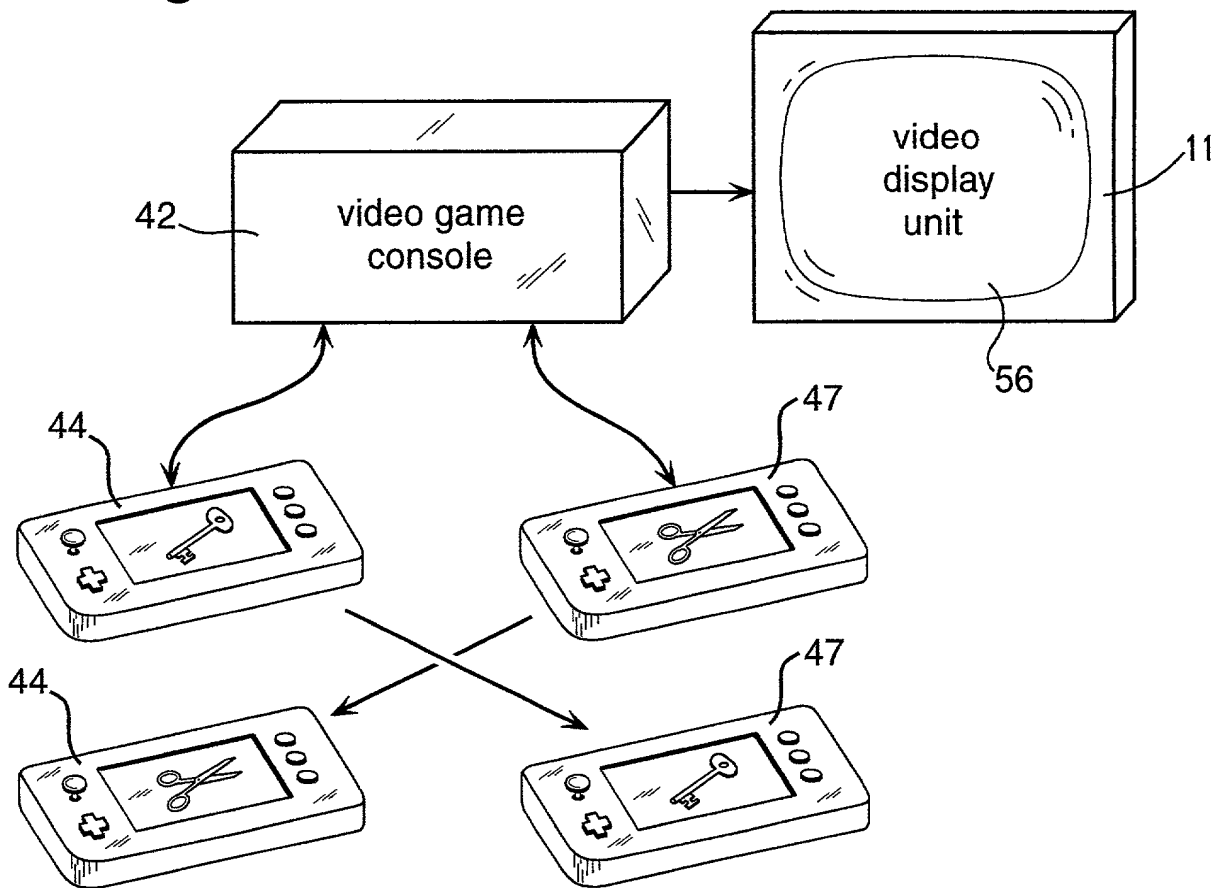


Fig. 40

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program for loading RAM with programs supplied by console and disk
program for generating image of 3D world
program for generating image of animated character in 3D world
program for generating image of object in 3D world
data for animated character performing action in simulated 3D world
data for animated character in simulated 3D world
data for object in simulated 3D world
data for simulated 3D world
data for character descriptions (polygons, textures, etc)
data for terrain descriptions (polygons, textures, etc)
data for maps, word menus, etc.

Fig. 41



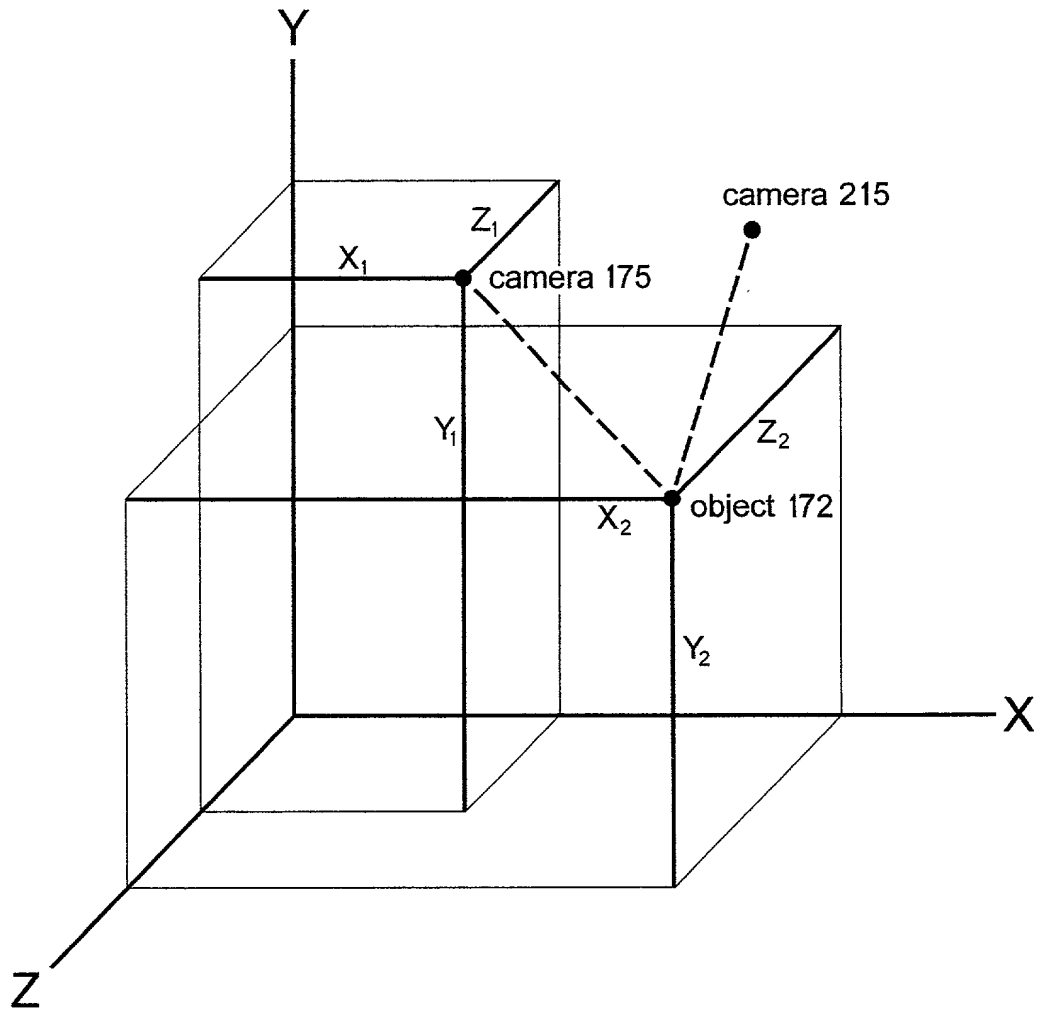


Fig. 42

Fig. 43

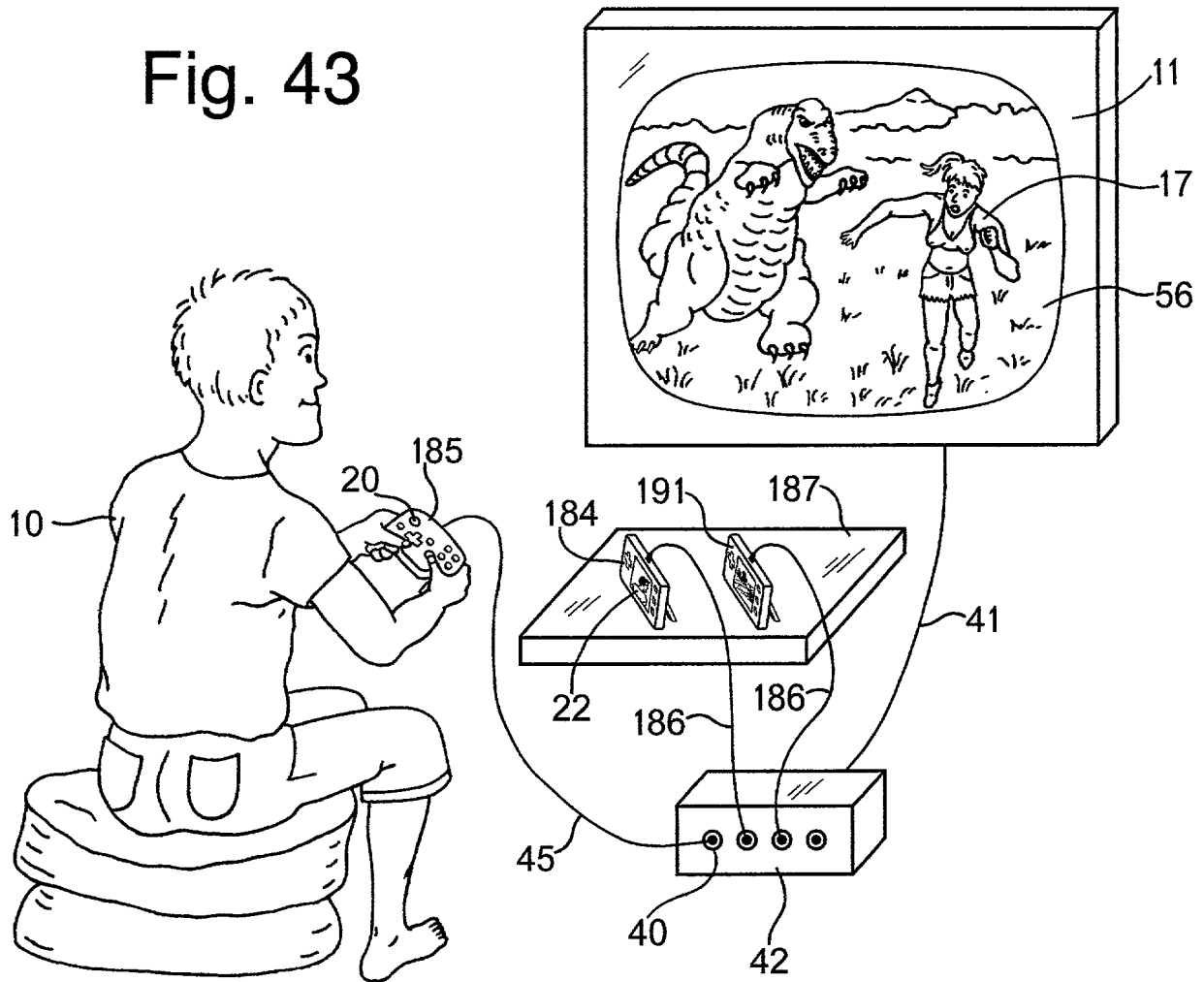




Fig. 44

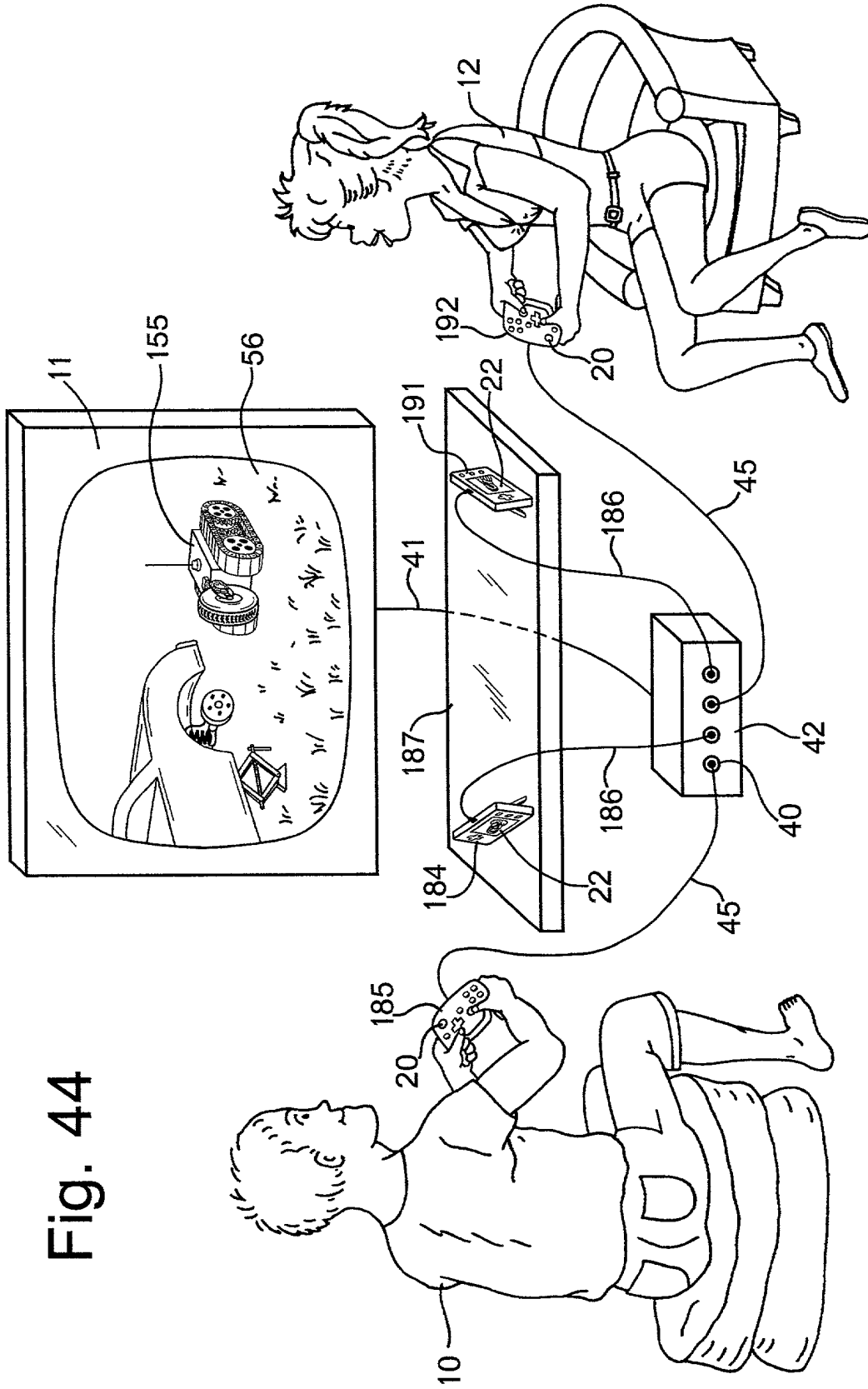


Fig. 45b

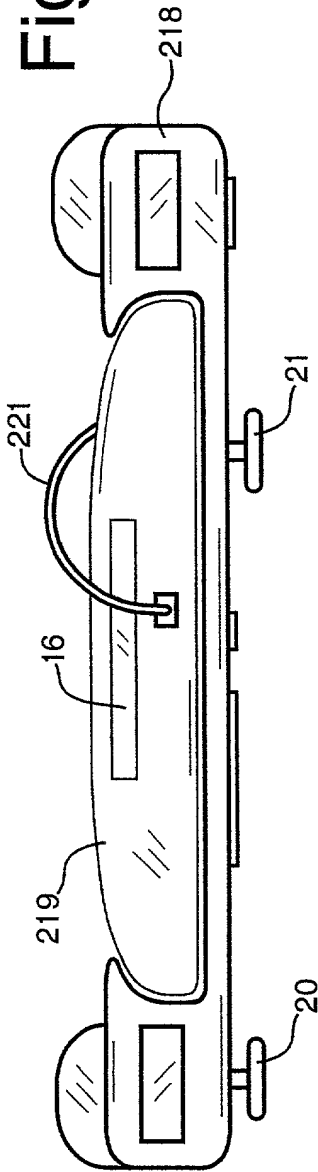


Fig. 45c

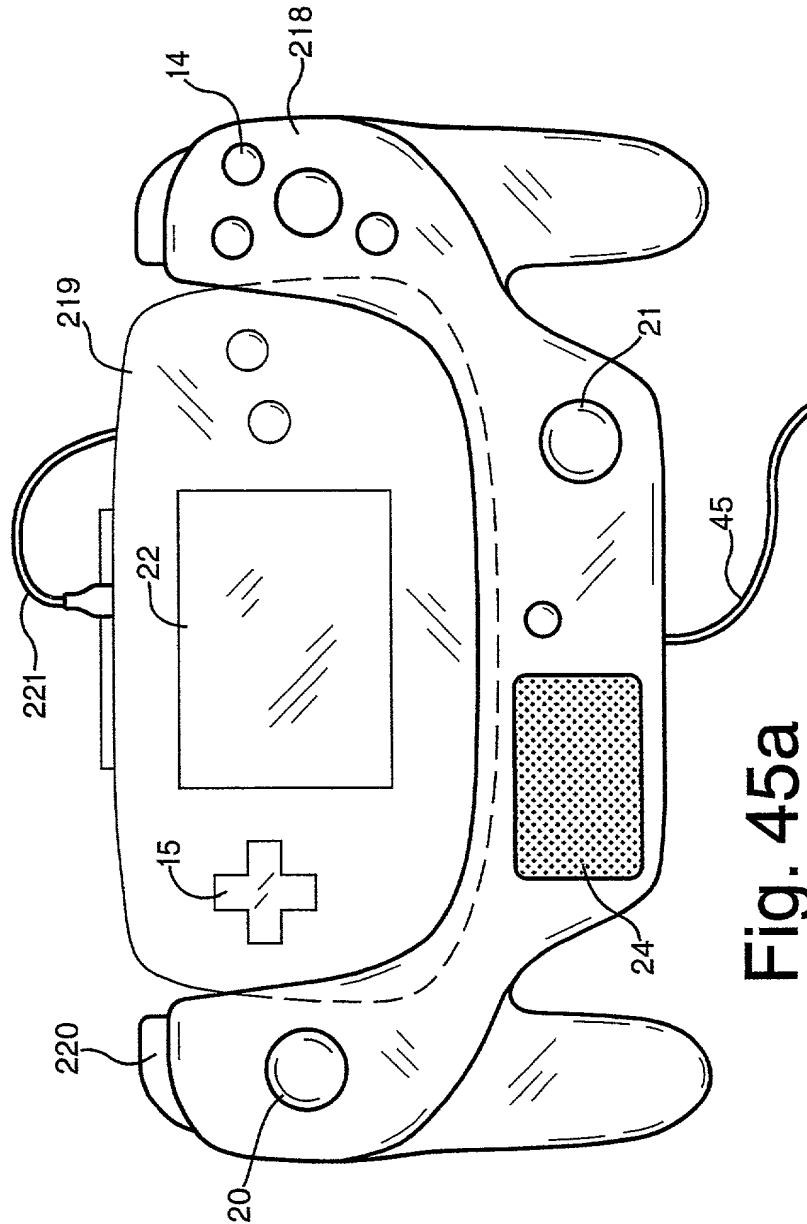
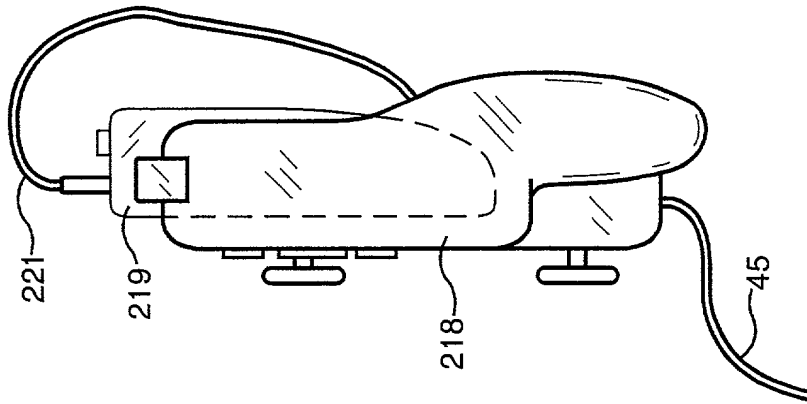


Fig. 45a

